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INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

SUPER PLAY

ISSUE 46

AUGUST 1996

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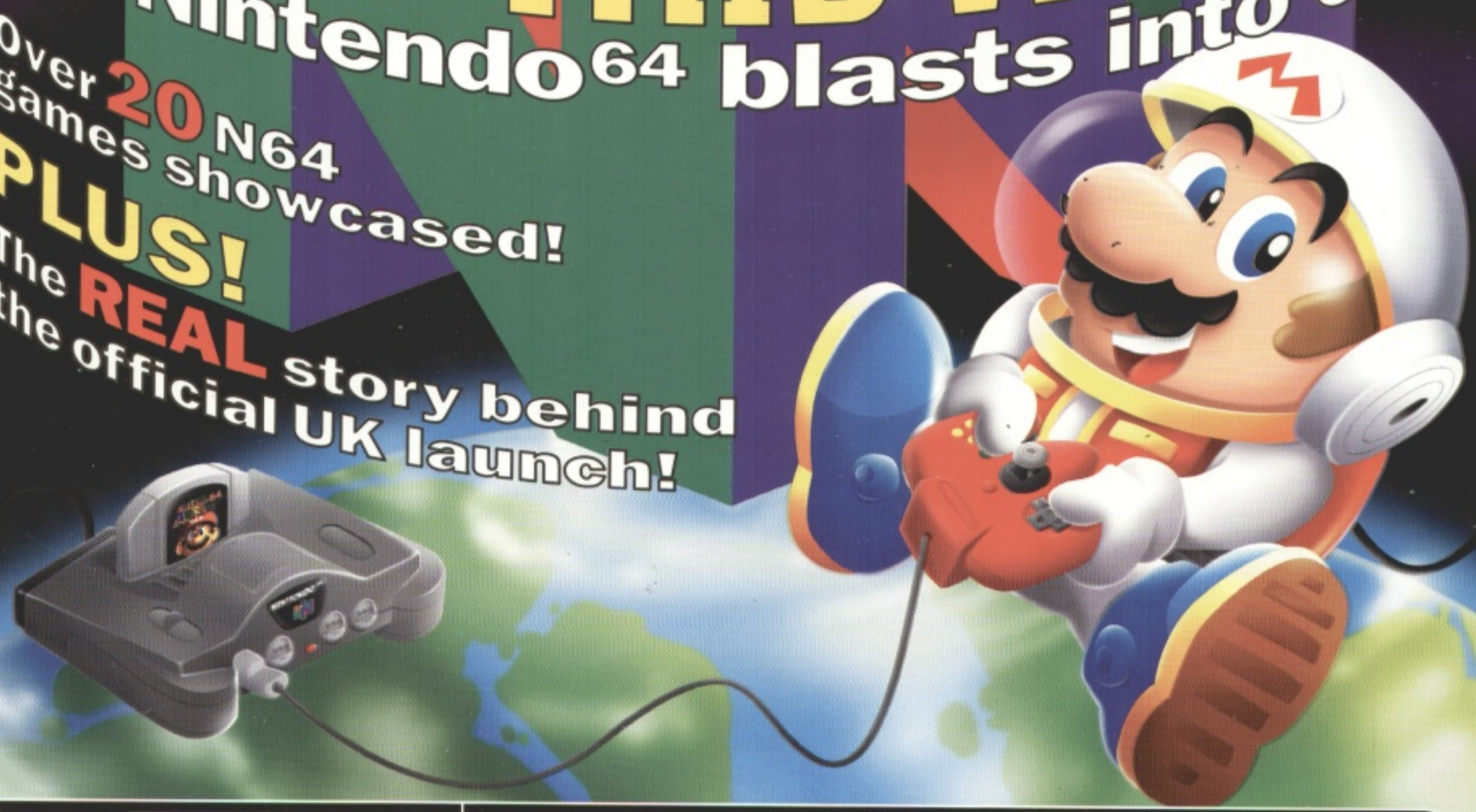

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SUPER PLAY

AUGUST ISSUE 46

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Future PUBLISHING

THE SUPER PLAY EDITORIAL

from the BIG CHAIR

Our full contents listing starts just over the page

At long last *Super Play* have been lucky enough to get a much-envied play on the Nintendo 64s which were on show at the Electronic Entertainment Show in LA last month. Which means, that with less than a month to go until the machine's official release in Japan, we're able to bring you – finally! – first-hand accounts of what those N64 games really play like...

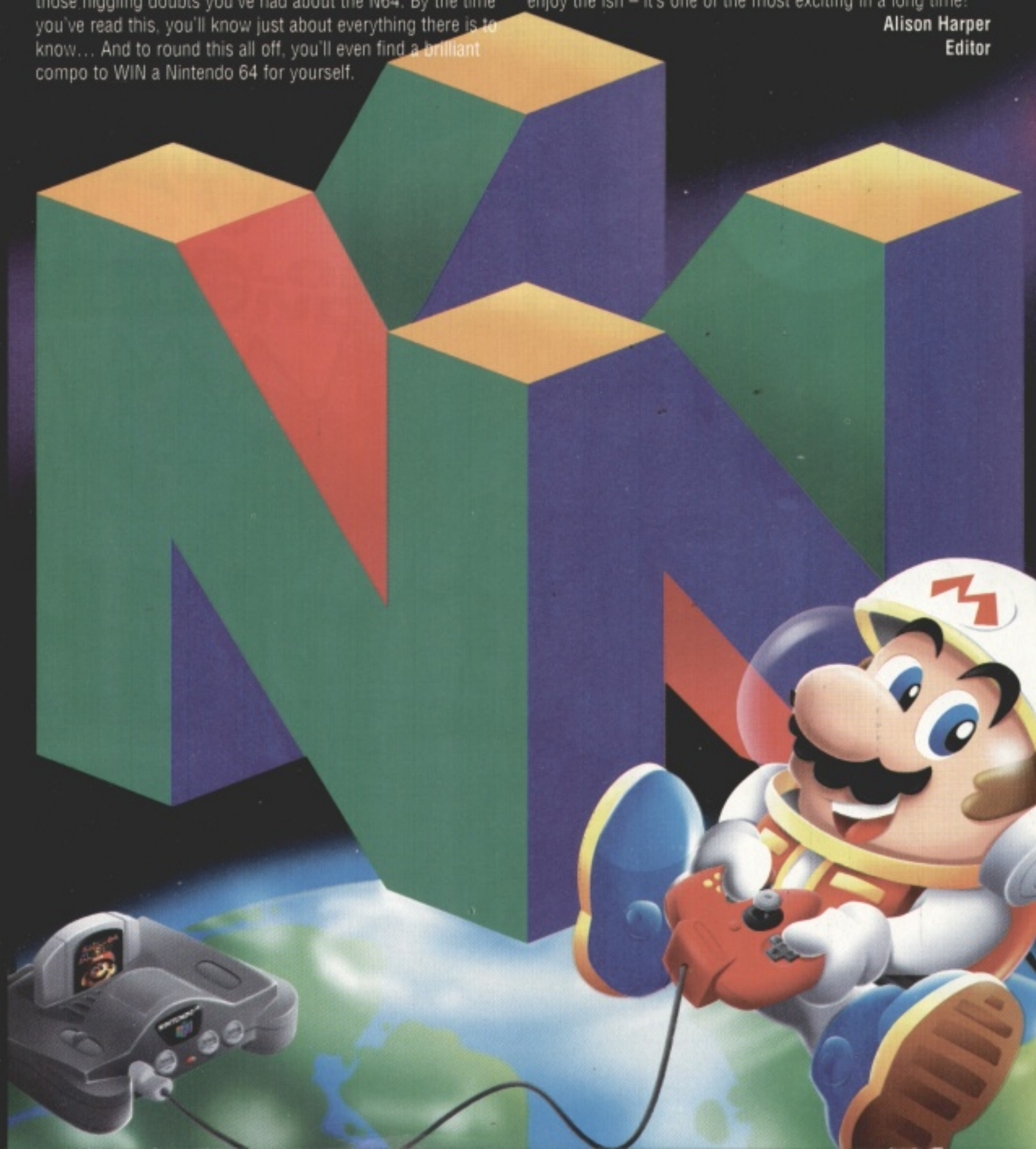
Because of the absolute wealth of material on the N64, we've even given it its own mini-mag in a mag, so you've got a very collectable guide to what's going on with the N64 and the stack of games coming out for it over the next few months. If you want to know more about how *Mario 64*, *Pilotwings* et al really handle, turn to page 11 of *Super Play* for 28 pages devoted to the Nintendo 64. We'll answer all those niggling doubts you've had about the N64. By the time you've read this, you'll know just about everything there is to know... And to round this all off, you'll even find a brilliant compo to WIN a Nintendo 64 for yourself.

SNES owners aren't left out in the cold either this month, with news of *Donkey Kong Country 3*, which is on schedule for a pre-Christmas release, plus news and reviews of all the latest SNES releases. There are some surprises in store!

Don't miss *Super Play*'s definitive guide to fighting games on the SNES. Another in our 'What do you mean you don't know anything about...?' series, you'll find yourself compulsively drawn into the battle of the beat-'em-ups. We've kicked and punched our way through the best and the worst of them on your behalf. Read this and make sure your buying decisions are the right ones.

That's about it for now... I won't waste any more of your time, as I'm sure you're eager to press on. Hope you enjoy the ish – it's one of the most exciting in a long time!

Alison Harper
Editor



INDEPENDENT SNES AND NINTENDO 64 MAGAZINE

SUPER PLAY

CON

REGULARS

SUPER EXPRESS ____ 6
ULTRA PLAY ____ 11
CHARTS ____ 39
GAME FREAK ____ 55
MODE 7 ____ 58
PLAYBACK ____ 70
SUPERMARKET ____ 76
IRRESPONSIBLE PICTURES ____ 78
BACK ISSUES ____ 81
NEXT MONTH ____ 82

WIN A NINTENDO 64! turn to page 20

SUMMER OLYMPIC GAMES

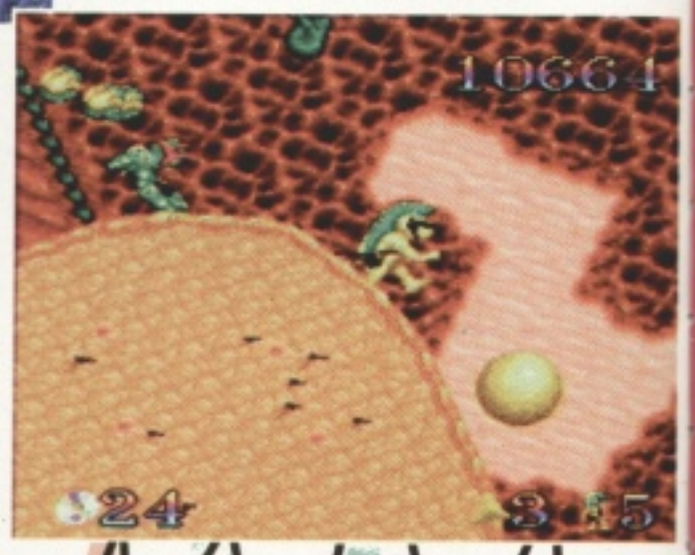
page 50

PUYO PUYO REMIX 2

page 52

MOHAWK AND HEADPHONE JACK

page 54



page 40

FIGHTING GAMES

Which games come out on top in Super Play's bloodthirsty battle of the beat-'em-ups...?

ISSUE 46
AUGUST 1996

TENTS

ISSUE 46
AUGUST
1996

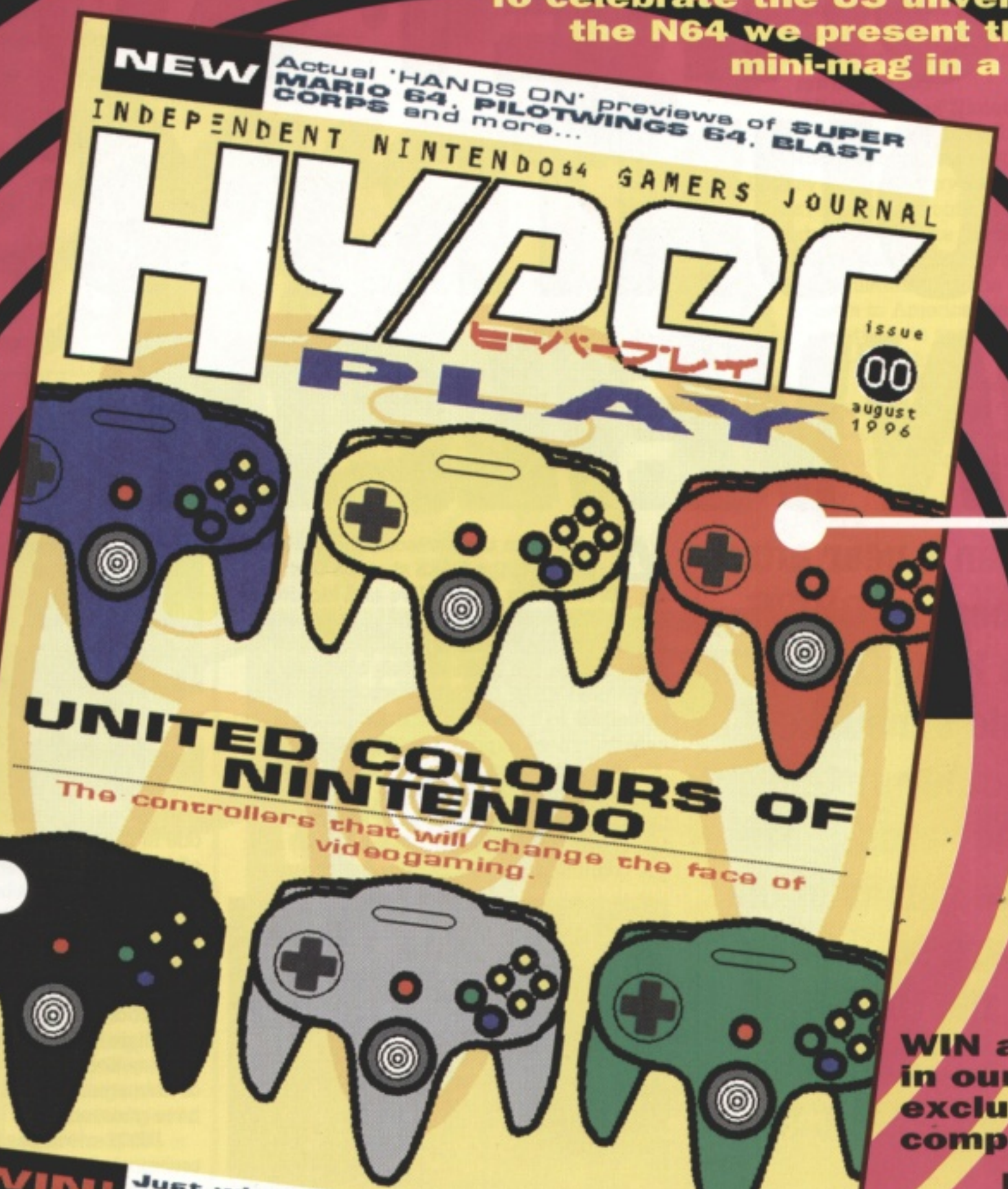
inside

page 11

To celebrate the US unveiling of the N64 we present this top mini-mag in a mag...

5

Everything you need to know about the N64 revealed inside!



Discover what it's REALLY like to play...

WIN an N64 in our exclusive competition!

The TRUE story behind the UK release...

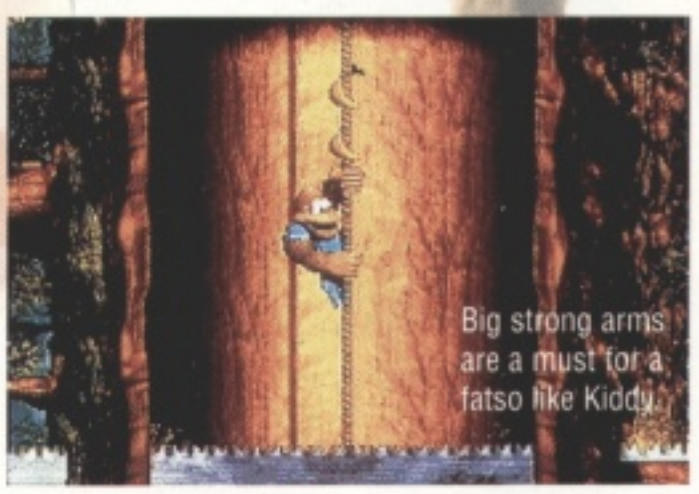
SUPER

DONKEY KONG COUNTRY 3 UNVEILED!

Less than a year after the release of DKC2: Diddy's Kong Quest, Nintendo announce that another instalment is on the cards... The first two games in the series are still riding high in the UK SNES charts – the monkey can do no wrong, it seems...

Aside from the awesome potential of the N64, the SNES showed that it was very much alive and kicking at the E3 show with the debut of *Donkey Kong Country 3: Dixie's Double Trouble*. Rare, hot on the heels of their critically acclaimed *Killer Instinct 2*, showcased the threequel to a positive reaction at the entertainment expo in Los Angeles.

After the astonishing success of the original (which was shifting at a rate of one game every second at its peak and now totals over 7.5 million sales worldwide) and the continued prosperity of its follow-up



(which was nestling at a healthy number one in the charts last month, seven months after its original release), a third instalment should surely have been expected.

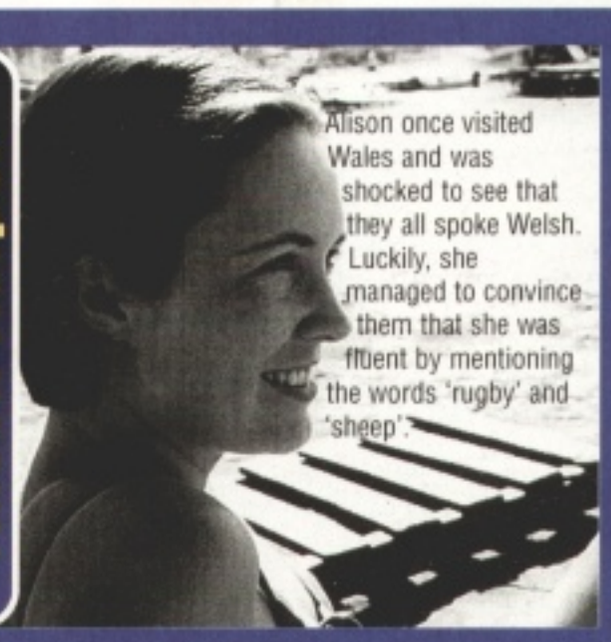
The game features a new character in the shape of Kiddy Kong, a portly young chimp who possesses a range of special abilities (although mainly these seem to consist of him being overweight). Kiddy and Dixie Kong must team up to rescue Donkey Kong and Diddy Kong from forces of unimaginable evil. As if we couldn't have guessed.

DKC3 encompasses many of the technical elements that so enhanced the previous efforts including the well publicised

PROFILES

It's summer! And so to celebrate the fact that we're all going to be wearing shorts, we thought we'd tell you about our best ever holidays...

Alison Harper


Alison once visited Wales and was shocked to see that they all spoke Welsh. Luckily, she managed to convince them that she was fluent by mentioning the words 'rugby' and 'sheep'.

Ollie Alderton

The closest Ollie has ever been to a holiday is visiting Thomas Cook. 'I went in but then I started to feel a bit sea sick. What did I do? Well, the only thing I could do was go to the pub. Doctor's orders and all that...'

Will Overton

The boy Overton is a holiday maniac. In fact, he just can't sit still for a moment. The best of them all, Will? 'Oh, it's got to be New York. I got chatting to this plumber there. Now what was his name...?'

EXPRESS

NEWS NETWORK NINTEN EWS NETWORK NINTENDO 64

ACM (Advanced Computer Modelling), which has now been improved on to add extra detail to the characters and environments.

Nintendo have informed *Super Play* that there will be a selection of new friends and foes – including a new Kremling leader, Kaos – as well as new areas of Donkey Kong Island to explore, secret areas, a percentage metre to track the player's progress, special items, coins, special attacking abilities and new ways to travel. Rare believe there is over 100 hours of play contained within the games and expect it to follow close on the heels of the two previous efforts as far as sales are concerned.

Peter Main of Nintendo America told us that, "for more than a year and a half, the platinum sales category of the *Donkey Kong Country* series of games has been at the forefront of the video games industry. With the release of the third title in this incredible series, we're demonstrating to the 18 million SNES users in America that we will continue to support the still strong 16-bit industry".

The game should be available around Christmas and we will be previewing it more fully nearer the time.

Nintendo's latest pot of monkey magic should be with us in time for Christmas.

Super Famicom Turbo Showcased

Bandai, this month, showcased their new addition to the Super NES, the Famicom Turbo, an add-on which allows for smaller game carts. They have also promised SNES owners that they will be releasing 30 new titles over the course of the year.

The purpose of the Turbo is to make SNES carts of the same quality at cheaper prices and will also provide the opportunity to sell two carts at any one time. The add-on will be retailing for around 3980 Yen and hasn't yet been scheduled for a European or American release.

Good news for Japan.

Titus Announce Summer Releases

Titus this month announced that they will be releasing the follow-up to the highly successful *Prince of Persia*. The second instalment picks up where the first left off, but, unfortunately, doesn't offer too much in the story department. Once again the Princess is kidnapped by the Grand Fizeer and must wait whilst the Prince comes looking for her.

Not a great deal of information has been made available at this stage although early pictures suggest that what the game may lack in story-based inspiration it more than makes up for technically. Expect a preview next month.

As well as that, Titus will be making available a batch of other games that, alongside *Prince of Persia 2*, were revealed at E3. These include *Realm*, *Whizz* and *Oscar*, all titles that were previewed by *Super Play* about a year ago but never made the shelves.

Realm is a multi-levelled shoot-'em up which, according to Titus, allows the player to blast 'omni-directionally'. Hmm. One thing's for certain, if you've ever played Team 17's *Assassin* on the Amiga then you'll be wondering how long it will take the Wakefield outfit to find their lawyer's number.

Oscar is fairly standard platform fair – albeit with some pretty gorgeous graphics – and *Whizz*, although viewed isometrically, falls into the same category.

The company's other long awaited titles *Wild Guns*, *Sink or Swim* and *Prehistorik Man* are already available at your local games emporium.

Realm: suits you, sir!

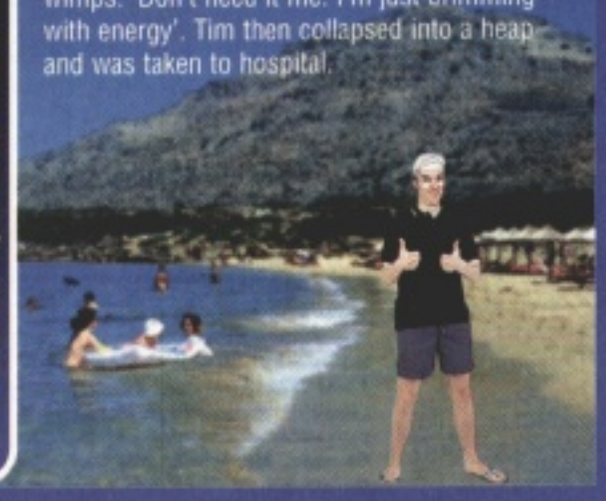
Prince of Persia 1: look out for the sequel soon.

Oscar: on route for your SNES.

Whizz is on the way…

Tim Weaver

'New Boy' as he's affectionately known, admits that holidays and rest in general are for wimps. 'Don't need it me. I'm just brimming with energy'. Tim then collapsed into a heap and was taken to hospital.



...will be disposed of in favour of Yoshi and his mates.

And it will forthwith be known as *Tetris Attack*.

Tetris De Pon?

After reaching the dizzy heights of 90% in Issue 43, *Panel de Pon* will be making its debut in America as *Tetris Attack*. The reasoning behind the change of name is not fully understood due to the fact that the game bears no resemblance to *Tetris* and also that it will hardly have changed by the time it appears in September.

Only the addition of characters from *Yoshi's Island*, who will act as backgrounds and cheerleaders during the course of the game, will mean it differing from the game that appeared in Japan three months ago to universal acclaim.

For those of you who didn't catch our review a couple of months ago, here are the necessary details: you must rearrange single coloured blocks into vertical or horizontal groups of three or more before they reach the top of the play area. There are five different one-player games as well as two different two-player games and more than 60 different levels to work your way through. Excellent fun, indeed.

Aww, we liked the anime characters.

Next time you see this, the game will be totally revamped.

Ken Griffey Junior's Winning Run

Here in Blighty, Stateside sports such as American football and baseball haven't ever really taken off. But that hasn't stopped games developers trying their darndest to force feed the Nintendo loving public, in particular, with a diet of everyone from Frank Thomas to John Madden.

And this month the latest in the line, *Ken Griffey Junior*, makes an appearance courtesy of British developers Rare. The game features a multi-player option as well as a comprehensive database of teams and statistics. It also boasts a moving camera which enables the player to check fielders and base runners and place them where he requires.

There are also four different play modes: League, where the player can compete against seven others, Challenge, where there are 28 teams to choose from for a one player game, the World Series and All Star, which are both big competitions in America.

The game should be out in America very soon and, as we speak, *Ken Griffey* is making the transition onto the N64.

SOFT CELL

In honour of the video release of Manga's *Ghost in the Shell* we've got ten copies of this classic to give away. As if that weren't enough, the first person out of the hat will also win a highly collectible original animation cel from the film.

Win an original animation cel from the film...

If you'd like to win get thinking on this: Name just one other well known Manga series created by Masamune Shirow.

Send your answer to us at *Ghost in the Shell* comp, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Entries to arrive with us by 18th July.

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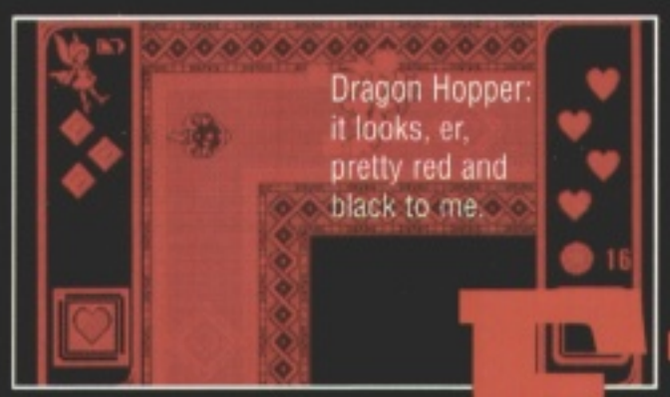
Virtual Boy Games Explosion!



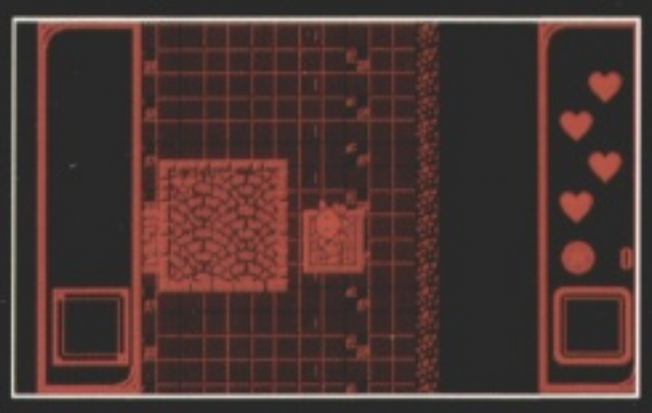
On any other machine two games released on the same day would surely be overlooked but on the Virtual Boy, it's time to get excited...

Dragon Hopper

Dragon Hopper gives the player the chance to take on the role of Dorin, a jumping dragon, whose quest is to seek out the help of the fairies and find the King, Queen and love Diana who have been kidnapped by a power hungry Prime Minister.

The game itself is a platformer although, strangely, the view is from overhead as opposed to side-on which Nintendo hope will provide some necessary dramatic effect. Certainly, it will be interesting to see how the full version plays.

As with any standard platformer there are plenty of secret rooms and hidden stages to be found as well as



The seeking of stars in *Dragon Hopper* bears no relation to the rubbish *Stars in their Eyes* on telly.

what Nintendo have labelled an 'Element of Discovery' mode which allows Dorin to wander through each level in search of a special star which teleports him to the next level.

There are also numerous puzzles to be solved and Dorin must find keys to progress through the level. The game will be available on August 26 in America and a European version is expected to follow.

Bound High

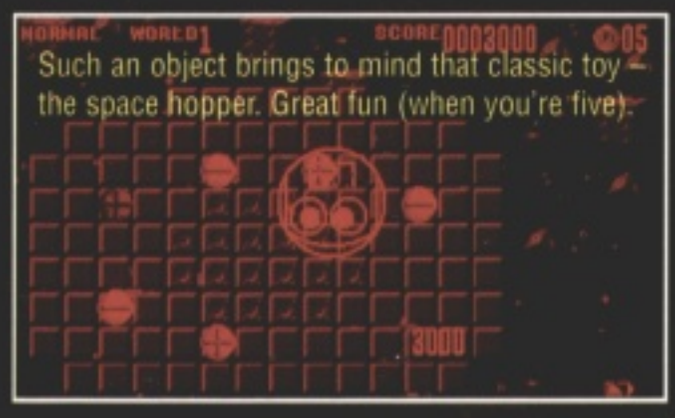
The player takes the role of Chalvo in *Bound High*, a game featuring full 3D motion. The main character is a bouncing robot (?) who travels through space in pursuit of alien invaders that threaten the peace and harmony of Earth.

Bound High, viewed once again from an overhead angle, involves Chalvo landing on enemies and destroying them whilst avoiding the many hazards that make themselves readily available such as deep crevices, sharp spikes and highly charged electric shockers.

There are four modes of play in all. The first is Score Attack in which players strive to achieve the highest possible scores in the Universe. The second is Adventure mode which utilizes unique platform configurations and guardian characters as well as Random play which involves Chalvo challenging against varying degrees of difficulty. And, lastly, there is the Pocket and Cushions option which combines miniature golf and billiards though quite what relevance this has to saving Earth from demented forces of evil, we don't know.

Nintendo hope it will offer a substantial challenge and, like *Dragon Hopper*, *Bound High* will see the light of day on August 26.

You ARE the bouncy robot larging it in *Bound High*. Bet you can't wait!


NORMAL
WORLD 1
SCORE 0003000
05
Such an object brings to mind that classic toy – the space hopper. Great fun (when you're five).
3000

WHAT A CARRY ON!

Top innuendo action could be yours if you enter our competition to win videos of two classic comedies – *Carry On Screaming* and *Carry On Teacher*.

Both are brilliant and we've got five copies of each to give away, so if you fancy winning a pair (...Oooh, matron), just answer this simple question –

These videos could be yours – all you need to do is answer our brain teaser above.

Which star of many a Carry On movie now stars in BBC's EastEnders? Jot your answer down on a postcard and send it to: Carry On *Super Play*, 30 Monmouth Street, Bath BA1 2BW. Entries to arrive in the *Super Play* office no later than 18th July.

Twelve of the Carry On films have just been released on video by Warner Home Video and are available for £4.99 each.

NEW Actual 'HANDS ON' previews of **SUPER MARIO 64, PILOTWINGS 64, BLAST CORPS** and more...

INDEPENDENT NINTENDO64 GAMERS JOURNAL

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INDEPENDENT NINTENDO64 GAMERS JOURNAL

HYPER PLAY

Welcome to the future? Well, not quite, but rather than the usual tired trade-show reports and N64 coverage that you'll get in every other games magazine this month, we thought we'd celebrate the US unveiling of the Nintendo64, and our first chance to get to grips with some of the games, by having a bit of fun (top crazee wags that we are). What follows is what *Super Play* could turn into if the promise of the system shown at E3 turns into commercial reality.

There's no doubt that the Nintendo64 was the hit of the show, ably aided and abetted by *Super Mario 64* (which drew unheard of comments such as 'best game ever' from gibbering jaded journos), *PilotWings 64*, *Shadows Of The Empire* and a host of other goodies. Even the most rabid anti-Nintendo cynics had to admit that it was all 'a bit good'. Rather than just salivating uncontrollably like some US games mags, we've kept our cool, refusing to be taken in by the glitz, the glamour and the chance to share Jelly Babies with Shigeru Miyamoto, and dug a little deeper – well, you do want to know what's happening with the official UK release, don't you? And what about the Japanese angle? One rather lame looking chess game does not a Japanese third-party games explosion make. So, just what are all the usual Nintendo supporters in the land of the rising yen up to?

We've also tried to answer as many of your N64 related questions as possible in our Nintendo Clinic. We know there's a fair few of you who are thinking of jumping the queue and getting an imported machine, but just how much should you be prepared to shell out?

Is Hyper Play the future? Only maybe. In the best traditions of any time travel B-movies worth their space/time paradox salt, we like to think of it as only one of many possible futures. So jump in the Delorean, kick the flux capacitor and get that speedo up to 88.

PAD SECRETS

What colour of pad you play with is more important than you may think - see our Wayne Gretzky Hockey 3D preview for more details.

contents

HYPER *express*

More news than you can shake a 3D Gouraud shaded stick at, plus the chance to win your very own Nintendo^{64} .

FIRST *look*

Information overload as we unveil the first batch of N64 releases, including...

SUPER MARIO 64
PILOTWINGS 64
WAVE RACE 64
SUPER MARIO KART R
KIRBY'S AIR RIDE
STARFOX 64
WAYNE GRETZKY HOCKEY
SHADOWS OF THE EMPIRE
CRUISIN' USA
BLAST CORPS
BUGGIE BOOGIE
KILLER INSTINCT 64
DOOM 64
TUROK: DINOSAUR HUNTER
GOLDENEYE
MORTAL KOMBAT 64
ROBOTECH: CRYSTAL DREAMS
MISSION: IMPOSSIBLE
BODY HARVEST

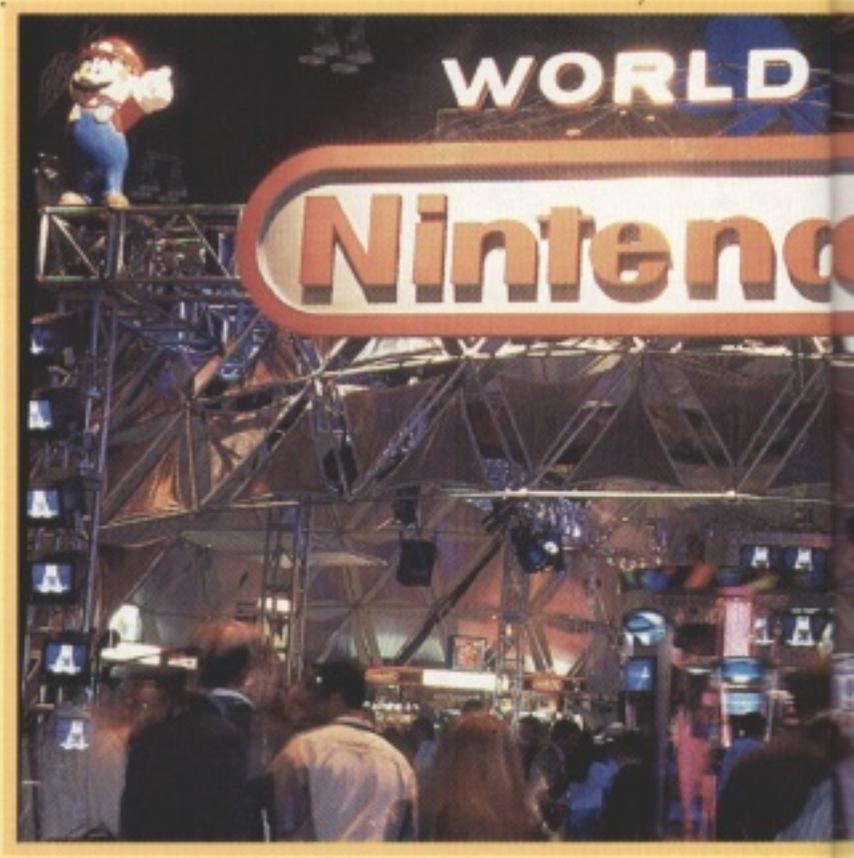
NINTENDO *clinic*

The doctor is in and he's anticipated all those niggling little worries and doubts you've had about the Nintendo^{64}. Calm your fears here, little ones...

HYPER

N64 big in LA • Japanese 3rd parties come online

With typically cheesy American overkill the Nintendo stand at E3 unveiled the N64 to the Western world.



"SONY and SEGA are just running scared"

Howard Lincoln, Nintendo Of America's vice president on the PlayStation and Saturn's recent heavy price cuts

There's no doubt that in the eyes of the video gaming media, and those poor souls who hang on their every word, that Nintendo needed to pull a very impressive rabbit from their corporate hat at the recent E3 trade show in Los Angeles.

Fortunately, David Copperfield couldn't have produced a finer bunny and, in an instant, delays and broken promises were seemingly forgotten and Nintendo were firmly thrust into the next generation gaming race (although they wouldn't care to admit it). Pessimists who predicted another launch setback until Christmas were soon silenced and left to find something else to grumble about (the non-appearance of the 64DD 'bulky drive', which no-one really expected to see anyway, filled that gap nicely) as Nintendo held firm on its June 23rd launch in Japan, and September 30th release date in the States. (We'll draw a discreet veil over the European launch at this point and direct you just over the page). There may have been some slight disappointment that the unit's $249.95 price point won't include a pack-in game. And there was the small matter of stolen thunder when both the PlayStation and Saturn were mysteriously slashed in price to $199 (and not soon after to £199 in the UK), suddenly escalating the N64 from the cheapest to the most expensive console in one fell swoop. Overall, though, Nintendo could feel justifiably smug that they managed to deliver what they promised and what many were beginning to doubt would ever actually arrive.

If imitation is the sincerest form of flattery then both Sony and Sega paid a big backhanded

Contrary to popular belief, the multi-coloured pad variations will be available in the West. Phew!

Such was the impact of Mario 64 that the news was reported from US TV news channel CNN to the humble Glasgow Evening Times.

JAPAN *where are you?*

While the Nintendo64 is positively awash with Western games forming part of Nintendo of America's Dream Team project, we've yet to see any real activity on the Japanese third-party front. And, as every *Super Play* reader knows, that's what we *really* want to see.

We've all heard about the dreaded Seta Shogi game, but next up is the first title from Imagineer, due this autumn. Deep breath now – *Super Space Professional Night Baseball Game King* (and that's only the temporary title!) follows the graphical style of Konami's Super Famicom baseball series. Although the players' stats and playing styles are based on actual Japanese professionals, their look is strictly in the Super Deformed camp. When the ball is struck, rather than the camera panning out to show the whole arena, *Baseball Game King* follows the ball. You can also see the replays from a variety of comic angles, although watching from the player's feet sounds a bit pointless. Other

Bizarre baseball goings-on in Imagineer's Baseball Game King. It's hardly Bull Durham!

compliment to Nintendo's big show stopper – *Super Mario 64* – as they rolled out their own character-based 3D adventures. The PlayStation's much heralded *Crash Bandicoot* looked fine, but lacked *Mario*'s graphical finesse and depth of gameplay, while Sega even went so far as to unveil a new joypad with, gasp, a tiny analogue joystick to go alongside their *Nights*. Alas, the pad looked and felt clumsy, while *Nights*, although pretty enough, turned out not to be quite as 'go anywhere' as was first promised.

Unlike the Japanese launch's relatively measly three games, American players were promised no less than a possible seven titles to take home with their shiny new N64. Joining the twin flagships of *Super Mario 64* and *PilotWings 64* will be another Miyamoto production – *Wave Race 64*, *Shadows Of The Empire*, *Cruisin' USA*, *Body Harvest* and *TetrisPhear*, with *Blast Corps* (last heard of as *Blastdozer*), *GoldenEye 007*, *Super Mario Kart R*, *Buggie Boogie*, *Ken Griffey Jr. Baseball* and *Killer Instinct 64* all set to appear in the run up to Christmas.

With almost $50 million with which to promote the N64, Nintendo of America were naturally bullish about its prospects, claiming they would sell at least 50,000 before the end of the year in the US alone. But men in suits spouting sales figures isn't what Nintendo64 gaming is about, although, thankfully, sights of Howard Lincoln and Peter Main (NoA's president and vice pres respectively) pretending they actually knew something about games and making rubbish quotes like, "With this controller even non-gamers like Mom and Dad can play *Super Mario*," were also few and far between.

But in the time-honoured tradition of human interest stories at the end of News At Ten the highlight of the whole shebang had to be the sight of a group of boy scouts hassling a Japanese gentleman in a business suit to get off *Super Mario 64* so that they could have a go...

...Shigeru Miyamoto found the whole incident most amusing.

games from Imagineer include *Dynamite Soccer* and *Multi Racing* due in the new year.

The only other Japanese companies to have announced titles are T&E Soft with something called *CU-ON-PA* due in September, Hudson Soft with *Kindaichi Shoen No Jiken-bo* (File of a boy called Kindaichi) and Kemco with *Blade and Barrel*. None of which have any more information to offer than their titles. We can expect things to start picking up once the machine is actually on Japanese shelves, but for the first time in the history of Japanese video gaming it's games produced in the West that players will have to rely on. Is that a depressing thought or what?

ALL THAT *glitters*

And so the list grows. All the titles in the first section are pretty much dead certs and many we've already seen pics of. However, don't expect to see the likes of *Zelda* for a good eight or nine months yet (it's doubtful that it'll be ready for this year's 64DD unveiling at Shoshinkai) and as for *Super Mario RPG 2*? Your guess is as good as ours. And while there are a few Japanese third-party games listed here it's known that the likes of Capcom and Enix (please let Quintet loose on the N64!) are already working with development kits.

BLAST CORPS (was **BLASTDOZER**)
Nintendo/Rare
BODY HARVEST Nintendo/DMA
BUGGIE BOOGIE Nintendo/Angel Studios
CREATOR Nintendo/Software Creations
CRUISIN' USA Nintendo/Williams Entertainment
DOOM 64 Williams Entertainment
FIFA '96 Electronic Arts
FREAK BOY Virgin Interactive
GOLDENEYE 007 Nintendo/Rare
HABU NANOKANO NO SAIKYO HABU SHOGI (Japanese chess) Seta
HEXEN 64 GT Interactive/ID
KEN GRIFFEY JR. BASEBALL
Nintendo/Angel Studios
KILLER INSTINCT 64 Nintendo/Rare
KIRBY'S AIR RIDE (was **KIRBY BOWL**)
Nintendo/HAL Laboratories
LEGEND OF ZELDA 64 Nintendo
MISSION: IMPOSSIBLE Ocean
MORTAL KOMBAT 64 Williams Entertainment
MONSTER DUNK Mindscape
NBA HANGTIME Williams Entertaiment
PILOTWINGS 64 Nintendo/Paradigm
QUAKE GT Interactive/ID
RED BARON Sierra
ROBOTECH: CRYSTAL DREAMS Gametek
ROBOTRON X Williams Entertaiment
SILICON VALLEY
BMG Entertainment/Boss Games
STARFOX 64 Nintendo
SHADOWS OF THE EMPIRE
Nintendo/LucasArts
SUPER MARIO 64 Nintendo
SUPER MARIO KART R Nintendo
SUPER MARIO RPG 2 Nintendo
SUPERSTAR SOCCER 64 Konami
TETRISPHEAR Nintendo/H2O Entertainment
TUROK: DINOSAUR HUNTER Acclaim
ULTRA COMBAT GT Interactive
ULTRA DESCENT Interplay
WAR GODS Williams Entertainment
WAVE RACE 64 Nintendo
WAYNE GRETZKY'S 3D HOCKEY
Williams Entertainment

There are also a number of so-called 'confirmed' titles being bandied about on the internet and by some uninformed journals. They're usually credited to an 'industry insider who can't be named' but most of the time turn out to be merely rumour and heresay. *F-Zero*, for instance, has made it here purely because of a chance statement by Shigeru Miyamoto that it's a game he'd like to do an N64 version of. Hey presto! It's suddenly a confirmed title. Pah!

CRAZY CARS
DONKEY KONG COUNTRY 64
DRAGON QUEST VII
DUKE NUKEM 3D
FRANK THOMAS BIG HURT BASEBALL
F-ZERO 64
MADDEN NFL FOOTBALL
MOTHER 3
PO'D
RAVE RACER
TALES OF PHANTASIA 2
TOP GEAR RALLY
YOSHI'S ISLAND 64

EXCLUSIVE! Howard Lincoln harangue...

Sooo Ple

Hyper Play asks the question YOU want answered. When's the N64 coming out in the UK?

Jeez! You'd think that he'd be just the tiniest bit pleased that someone in Europe wants to buy his console. Middle management, eh?

I'm sitting near the front of a packed press conference. Howard Lincoln CEO of Nintendo Of America has just presided over a dazzling display of the N64's power. To gasps from the crowd Nintendo has shown realtime demos of *Mario 64*, *Shadows of The Empire* and *PilotWings 64*. Lincoln has talked about the Japanese release date and market price. He's talked about the US release date and market price. But he hasn't so much as breathed a word about Europe.

As Lincoln opens up the floor for questions, I hear an excited voice whisper from my right, "Go on. Ask him when it's coming out in Europe." It could have been a Hyper Play reader. It could have been a games journalist. But no. It's the voice of a top marketing bod at THE. They're the organisation who are expecting to sell the damned thing in the UK... and even they don't know?

A German gets the question out before me, but with no great shakes. "When's it coming out in Europe?" he asks. Lincoln mumbles something about late fall and presses on to the next question. That's not enough. Hyper Play wants its pound of flesh, and so, as the conference ends, I wade in with my dictaphone and doorstep Lincoln. Camera flashing, Philips Pocket Memo Executive at his chin I fire away!

Everyone's dying to know about the UK release date. You said late fall, but I don't recall you saying late fall 1996.

"No, I said late fall ninety-ninety six."

So, that's autumn right? Could you confirm whether September is in Autumn?

"Fall goes from September 15th until December 15th in the United States. And I'm pretty confident it's the same in the UK."

Okay. So that's it then...

"That's what fall's definition is. I did say late fall, now I'll leave it to you to weave through that."

oooon. eeeeaase Mr. Lincoln

From HYPER PLAY's special correspondent

He's getting aggravated so I toss in a question about Nintendo's Internet strategy (more on this next month) then try again...

I want you to give Hyper Play readers your guarantee that the Nintendo64 will be out late Autumn 1996...
"No. I can't make any guarantees. What I said is that our plan is to launch it in late fall of 1996. And at this point that's really all I can say."

Hmmm. Lincoln emphasised Fall in the Unites States... so maybe that's before Christmas this year. He's a slippery customer though. Do you trust him? Hyper Play spoke to two other folk in the know at the E3 show to try and get a firmer release date.

The first, a Nintendo insider, who'd be in a helluva lot of trouble if we named him (you know who you are Mr D.) claimed that Nintendo were going to slip a paltry few thousand out into the UK with PAL video cards. That'll be in late December thereby satisfying their promise to get the machine out before Christmas, create enough excitement and ground swell to spoil the Yuletide festival for Sony and Sega and then gear up for a proper release in (sob) April 1997.

The second informant works for Sega. Not the most obvious place to go for information, but if you think it through, then a top source. After all, these people do have spies in each others' organisations, don't they? Our Sega contact (let's just call him M.) swore blind that the Japanese office had it on very good information that the Nintendo64 would not make it out for Christmas 96. The Nintendo factories would be working flat out making Japanese and American NTSC boards. They'd sell everything they could manufacture for the next six months and still only scratch the surface of demand. So why would they want to shift resources from satiating the biggest market?

Howard. If you're reading this, get in touch. We have a few words to whisper in your ear about the UK release date. **GIVE. IT. TO. US. NOW!**

THE OFFICIAL LINE – *UPDATE!*

What do Nintendo UK's official distributors think of the whole situation then? Hyper Play spoke to Jim Pride, marketing co-ordinator and chief evaluator of products at THE. "We still believe we're on track. Nintendo Of America can't yet commit to a street date, but they're still talking of late fall, or late autumn in our language," he offered.

A very honest and open conversation revealed the following... at present it's hard to tell what quantities of the machine will be available at launch, and a European pricing structure is still to be put in place. A retail price point of £250 is expected.

When asked whether Nintendo would be price-cutting to match the price war tactics being offered up by Sony and Sega, the reply was that Nintendo do not believe that they are fighting the same battle. And they have a point... The 32-bit machines are going to find it tough squaring up...

On the games side, THE expect the N64 games released at launch to be the same as those for the US launch, plus a couple more besides. We wait with baited breath.

Nintendo64 packaging, American and Japanese style. Neither come with a pack-in game (although that's to be expected in the Japanese market). It's a safe bet that the European launch will follow the same trend.

Fall *defined:*

(We looked it up in the dictionary...)

The season of the year between summer and winter, astronomically from the September equinox to the December solstice in the North hemisphere and from the March equinox to the June solstice in the South Hemisphere.

competition

WIN!

the first NINTENDO 64 in the

New Generation Consoles

The Nintendo64... Better than the SNES? Well, here's a chance to try it out for yourself, because Super Play has blagged one of the first imported Japanese N64s to arrive in the UK. Thanks to New Generation Consoles, we can offer you a brand-new fresh as a daisy Nintendo64! Not bad, eh? Want to get your hands on it? Read on...

The first Nintendo64s have arrived on our shores, and *Super Play* is first in the line to give one away. New Generation Consoles have kindly stored one of their stock to be awarded to the lucky reader who is first pulled out the hat.

If you win, you'll be one of the first to experience 64 bit gaming, and are sure to become the envy of all your pals, as – take it from us – these machines are truly hot property, and certain to fly off shelves the minute they touch down.

Want to win an N64, then? We thought so...

To be entered in our prize draw, just answer the following easy-peasy question:

How many colours in total does the Nintendo64 joypad come in?

Send in your completed coupon to the following address: **I'm craving a bit of Nintendo64 action, Super Play, 30 Monmouth Street, Bath BA1 2BW.** Entries to arrive no later than Friday, 19th July. Oh... and don't send in any awkward-shaped enormous-sized enyelopes in the hope of winning, cos we simply won't pick attention-seekers from the pile!

HELLO... I'd like to win a *Nintendo64*

The answer is:

name .....

address .....

.....

.....

postcode .....

age .....

If you do *not* wish to receive details of other special offers from either Future Publishing or other carefully selected companies then please tick this box ☐

country!

SUPER MARIO 64

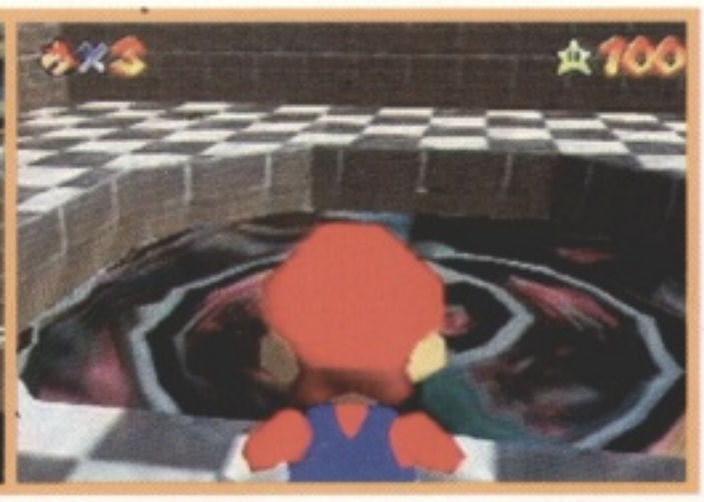
Nintendo • One player • 23 June (Japan)

YOUR FIRST FOUR *minutes...*

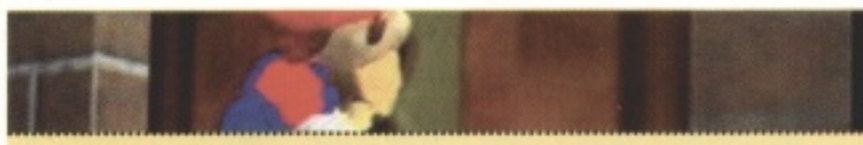
Hit start and you're there. A lazy summer afternoon in Mario's latest world. The skies are blue, a couple of lazy butterflies are wafting happily and cheekily around your head and in front of you there's the castle – the starting point for your adventures. Use the joystick to control Mario's direction. Move the stick slightly and he'll slowly tiptoe. Push it to the edge and he'll run at full pelt. Roll the joystick around repeatedly for a cheap laugh and Mario will scamper in circles.

Of course heading straight for the drawbridge is too direct a route, so you'll end up tinkering around in the environs of the castle first. For starters, how about swatting those pesky butterflies. One of the action buttons on the right of the stick controls your aggressive attacks (punches and kicks), the other makes you jump. Time to sort out the insect problem. No such luck. You end up just shadow boxing air, and attempts to butt-slam them with the trigger button when you're in the air have equally poor results. Maybe a little exploring... Try climbing up the walls surrounding the castle and you'll slip and slide unceremoniously to the ground.

Then there's the moat. Try jumping into the water and Mario swims convincingly, bubbles rising gracefully from his mouth. Hammer on the jump button to swing your arms and use the



Fancy a dip, Mario? The shimmering pool effect may be just a throwaway effect but it's definitely got the 'cor' factor.



I NEED A YOSHI *NOW!*

There may be plenty to feast your eyes on in *Super Mario 64*, but will the thrill of the portly plumber's 3D exploits be all-too short lived?

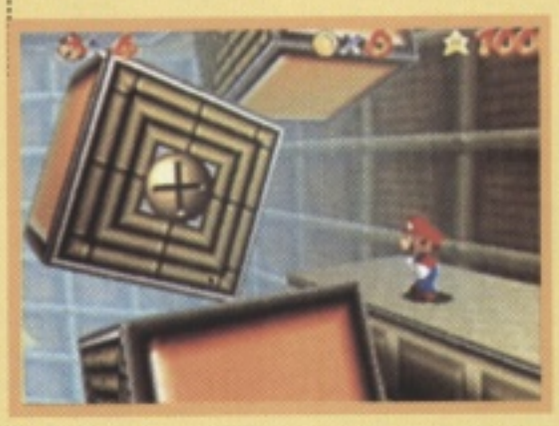
Not if Shigeru Miyamoto has anything to say about it. He reckons there's as much playing time in *SM64* as there was in *Super Mario World* and *Yoshi's Island* and that's about 35-40 hours if you're playing for the first time, taking your time to explore every little nook and cranny. There are also plenty of hidden secrets to discover in the fifteen worlds normally accessible to Mario, with another ten hidden away in the game's depths. Yoshi's in there too somewhere but finding him is another matter. "If you play like an average player, you won't find him" warns Miyamoto. Yeah, thanks Shigs, but we think we can cope.

Mario's music also impressed all those who played the game. Remixed versions of old tunes mixed neatly with the new. The N64's digital sound even stood up against 'real' music streamed from CD.

Watch out or the vulture will steal Mario's cap leaving him with a barnet rather like a failed club singer.

A 3D twist on the netting you could scale in Super Mario World. Swing, Mario, swing!

Just look at these tumbling blocks. You can't tell us the PlayStation could handle that.



Where would Mario be without a Ghost House?

joystick to control your orientation. Holding jump down gives a glorious gliding sensation. Nothing much in the water at this stage either. A door which can only be opened from the other side (it's the pressure, you see) and the odd fish. So, pull yourself out of the water and take little Mario into the chateau.

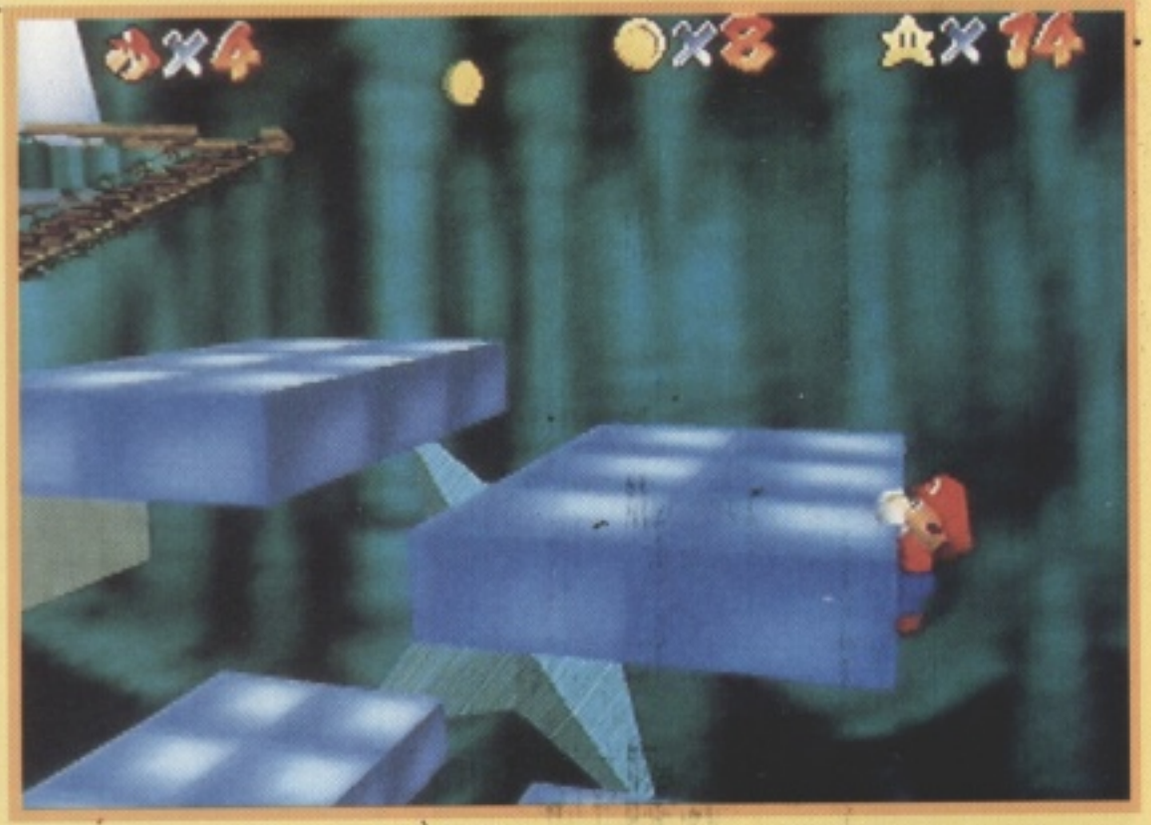
The animation as he opens the grand double doors is excellent. Full of personality and detail. Pop through the doors, and, Looney Toons style, a circular wipe from centre fades to black and back

Hey! Super Mario 64's got pipes!

It's also got Boos and...

... there's bits to, er, climb on.

Mario takes some giant steps but all in his stride.



Blimey! Just look at the size of that key. The attention to detail on little animations like this give Mario 64 the class touch.

again, with you re-emerging in a hall. Sympathetic, well timed music welcomes you. It's clear this is where the game proper begins. Mario's panting away as the camera pans around him revealing a hallway. There are a few coins to collect, but you're here to choose routes through the game. Some of the doors of the hallway will already be open, like the route off to a courtyard with a beautiful fountain in which Mario can paddle. Other doors are closed, such as the less appealing hell-world

A job well done, and the video games world set to rights. Mario makes his way back to the dressing room.

Mario mourns his lost cap and can't even be bothered to pick up a few loose coins.

SUPER MARIO 64

Nintendo • One player • 23 June (Japan)

YOUR FIRST FOUR *minutes*...

subgame, with demonic hot lava leanings, and lots of smoking rear end action. This'll probably be one of the first areas you lose a life in... with a Satanic face darkening the screen (*veeery* scary!)

Maybe on your first game you'll get to visit the star course featuring the cannons. Following a short conversation with a roundly-rendered friendly character, Mario climbs onto a slightly raised granite-esque platform. There's a square hole to drop down from which emerges a cannon... with you inside. In an echo of *PilotWings* you need to position a cross hair to turn your beloved plumber into a ballistic. Get the trajectory right and you'll discover secret areas aplenty.

And this was just the first four minutes. We've hardly touched the surface here. Next month *Super Play* will bring you even more on this stunning game, which is being widely touted as the best game in the world ever!

The Princess' castle. The starting point for Mario's adventures.

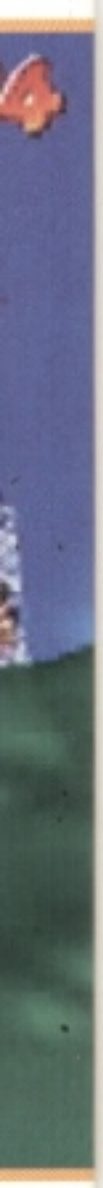
A giant Koopa Trooper! We'd like to see you try and knock the shell off of that.

Ummmm... We wonder what level could be behind this picture? Duh!

Voyage To The Bottom Of The Sea or Jacques Cousteau? Whatever it is, the effect is stunning!

Not even the N64 can avoid the dreaded 'pop-up' all the time (backgrounds and characters suddenly appearing as if from nowhere) but in SM64 the effect is barely noticeable.

Please rescue the poor lickle star, ahhhhhhh.



Don't fall off the platform. It's a long way down.

Whack the giant Boo when he's solid. Hey, is that the first Super Mario 64 tip ever?

There's some eerie lighting in the Ghost House.

Top collapsing platform action. Jump, Mario!

King of the Bombs - obviously. We're not daft, you know.

RORY, RORY TELL US A *STORY!*

You're not going to win any grand prizes if you can't work out, at least, the basic premise of *Super Mario 64*'s story for yourself. It's pretty much a way of life for the little fella!

After the tongue-in-cheek mickey take on the Mario universe in *Super Mario RPG*, it's business as usual for the moustachioed one. It's Princess Peach's (Daisy's) castle you face when the game opens but it's mysteriously empty and she's nowhere to be seen. Well, she could have just gone down the shops for a Snickers, but we doubt it. Pathways to the game's many worlds lie within the castle's myriad passageways. Through doors, pictures, mirrors and where you least expect it. It's no surprise that King Koopa's (Bowser's) waiting behind the last one (or is he?).

On his journey through deserts, snow-capped mountains, Ghost Houses and undersea kingdoms, Mario can power up a new meter to the strength of eight plumbers. Presumably this means that he can fix your rotten tap washer while installing a shower at the same time, and not the more boring option of having to find enough power-ups to build up the meter so he can doff the current level's boss.

You can also access a map if you get lost, but there's also the game's normal roving camera (it's held by Lakitu – the little chappie who normally floats around on a cloud, fishing) which can be panned around using the pad's right-hand direction buttons, so you shouldn't have to reach for the map that much. We hope.

Now that's what we call a Chomp!

Scope out the situation by scaling the pole. Or is it a route to the Star Road?

PILOTWINGS 64

Nintendo • One player • 23 June (Japan)

The perils of Poptarts straight from the toaster, we think.

More Jetpack action than you could shake a stick at.

Yeah, but can you fly it? Paradigm aren't letting on, but...

LEAVING ON

Forget the D-pad on your controller. *PilotWings 64* is strictly about subtle control, gentle easy-does-it gameplay that'll have you cursing that cup of coffee and craving a steady caffeine-free mitt. Holding the controller by the centre support and using the analogue joystick for just about everything in *PilotWings 64* is truly a joyous experience.

Well, you don't use the joystick for everything... pads on the four-way buttons to the right of the controller will shift your viewpoint if you're flying with a top, tail or any-which-way but loose external view. Whereas in *Super Mario 64* a tap on these buttons will snap your perspectives through fixed angles, *PilotWings 64* slides and holds your viewpoint depending on how long the button is held down.

Like the look of the scenery? There's an option to take snapshots of your favourite bits.

The birdman makes a welcome reappearance!

Running through the events there's a bog-standard (though far from boggy) selection of regular airsports, including the jetpack, the gyro copter, the hang glider, the sky diver and the jet pack. The version on show at E3 however, had a specially enabled cheat mode that called up all the bonus games too, just by shifting the joystick to the right and tapping a button. So, we also got to sample the birdman, jumper and cannon ball levels too. After selecting an event, you then get to choose which of the cheerfully rendered chappies you want to play as – as far as we could tell the difference was only aesthetic, but knowing those wily coyotes at Nintendo and Paradigm there are probably special bonus games hidden in there for particular characters and maybe even subtly different weights and momentums for each player. Could add to the game's longevity no end...

First event off the chocks is the jetpack - an old favourite from the original game. The joystick controls the angle and direction of your thrusters and you simply have to fly though a course of hoops. Did we say simply? Sorry, we meant fiendishly. Lay off the thrust for a couple of seconds and you'll drop from the sky like a stone. Hit the ground too fast and you're embedded – all that's left are your wriggling little legs. To recover will burn off stacks of essential fuel –

The scenery is a joy to behold... but you'd do well to keep your eye on your target instead.

adigm

Watch out for the dodgy thermals when riding through the clouds.

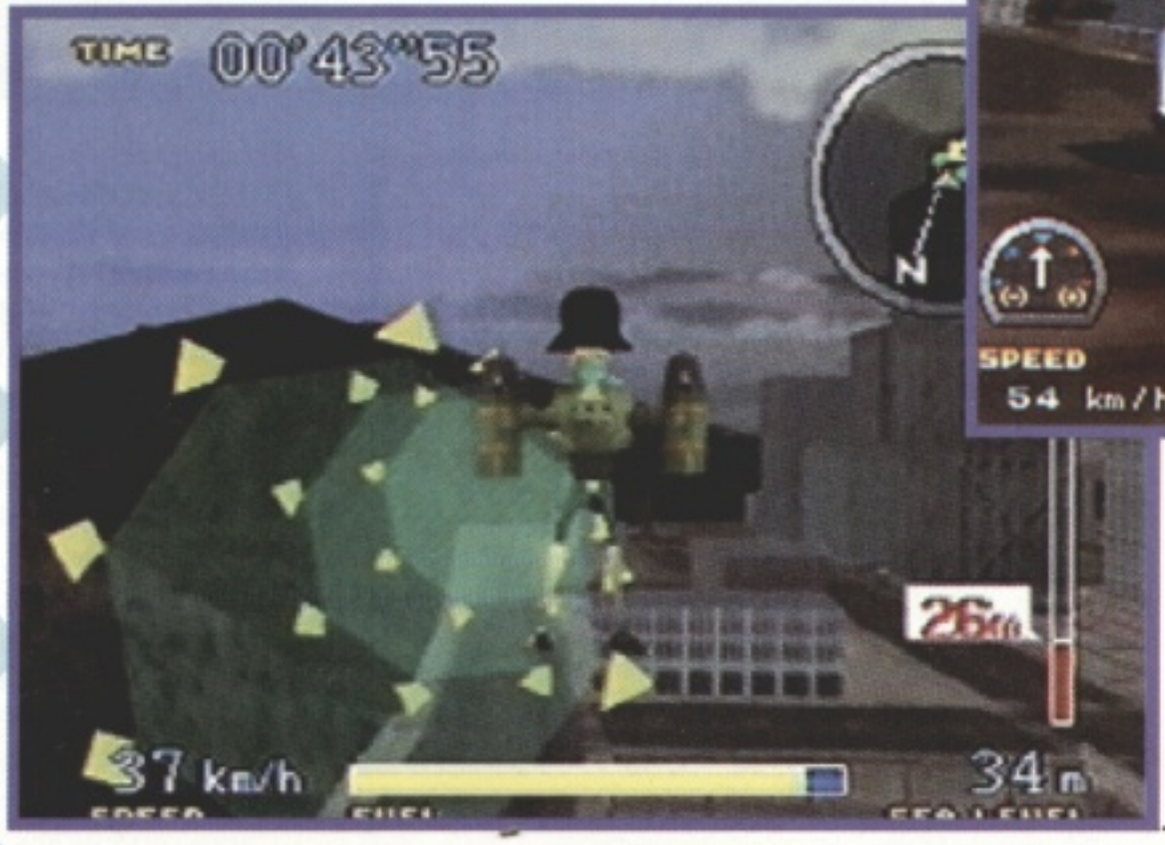
That water looks far too inviting for those of us stuck in an office!

Get the hang of the superb control methods, and landing's a breeze.

A JET plane

gas you'll need for getting about. One of the courses we played through featured an urban backdrop with lots of buildings and bridges. Uncharacteristically moody for *PilotWings*, the level was rendered in dark, sombre reds and charcoal greys. All the better though for spotting those hoops, floating in the sky, coloured a brighter shade of green neon. Mind your head when flying under bridges in this level, for, while your character is wearing a helmet, that doesn't mean that they can't crack their tete, sending you hurtling downwards. A welcome addition to the controls on this level is the 'Z' trigger on the centre of the controller. Squeeze this in and a bluey white glow appears on your thrusters, holding you in a stable balanced position. Just the ticket for getting out of scrapes, even if a touch too great a suspension of disbelief for the purists out there.

Next month in *Super Play*, we'll bring you details of our extended playtest of all the other events...



There is a part of the game where you have to fire missiles. Do you have to destroy this giant John Cleese?

Those famous PilotWings rings are still testing your flying prowess, but this time there are no instructors to judge your performance.

FLYING BLIND!

Although there are only three main craft to fly in the new version of *PilotWings* (the Gyrocopter, Hanglider and Rocketpack) there are far more secrets and bonuses than in the original game.

American programmers Paradigm Simulations have even let slip that there may be a way to fly the Space Shuttle that dramatically takes off as you fly past it.

As the flying skills the game demands of you get harder, it isn't just the fully interactive scenery you have to take note of but a whole range of weather conditions too. Wind, snow and even the time of day all conspire to make completing the course as hard as possible for whichever of the eight selectable characters you decide to use.

Don't get too close to the buildings. Unlike the totally flat Mode 7 landscape in the original game, this time everything's solid!

BLAST CORPS

Nintendo • One player • Autumn (US)

B*last Corps* is a ruff and tumble Tonka Toys bash-'em up. The game is all viewed from an isometric 3D angle, fairly close in to the action. So, that means every exploding building and crate is a transluscent, speckly and sparkly joy to behold. The storyline of the game is something along the lines of this... You have to clear a route through a city for a cargo of deadly missiles, which apparently can't be flown in. For some reason or other.

The sub game we got to play featured a race to do a million dollars worth of damage down at a dockside. The JCB style bulldozer was controlled via the joystick, and was pretty damned fiddly at the best of times. Sadly the challenge was more to do with the controls than to crush the crates. There were no enemy vehicles to deal with, so it was all down to wrestling with the stick and trying to complete the course against the clock.

The rendered explosions are truly amazing to see in action.

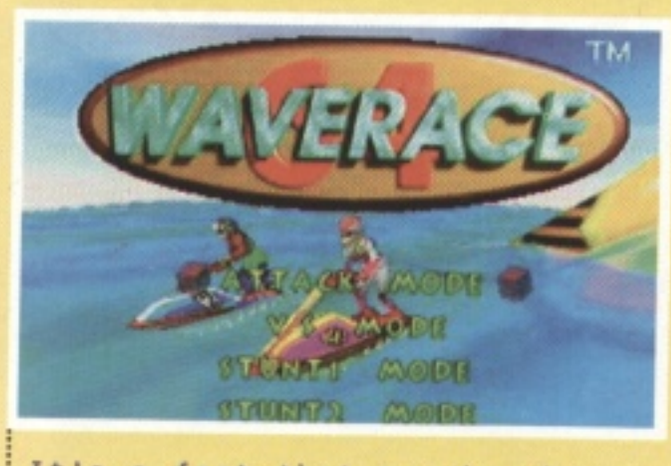
The version of *Blast Corps* on show at E3 was still a good way off completion. The concept of 'mindless destruction' is a familiar enough theme, but Rare maestro Tim Stamper's insistence, that any game which involves just 'smashing things up' is guaranteed fun, sounds like he either doesn't play many games or can't think of anything more original to do with the *Blast Corps* concept. It may be slickly executed, but a finished and entertaining game is still quite a way off.

HOUSE breaker

From the sublime to the ridiculous. Driving a dumper truck is one thing, but a huge chrome robot?

Static screen shots just don't do Wave Race 64 justice.

Hopefully there'll be some more scenery when it's finished.



It's a fact that people who indulge in water sports have no colour co-ordination.

Jetskis are excellent. They're superfast and dead easy to control. Well, they're easy to control if you're not going super fast. Go too quickly and you've got a good idea what *Wave Race* is like to play. You feel every bounce, skid at every turn and are far from stable.

If you're thinking that the game looks just a tad different from the Shoshinkai version we previewed back in issue 41, that's because, since then, Miyamoto's had a bit of a change of heart. He reckons that actually showing a person's body bobbing up and down on the waves gives a far greater impression of movement than the previous version's boats. That may be so, but we were a little disappointed that the Venice-like scenery with its twists, turns and tunnels has also disappeared leaving just a plain expanse of ocean. But, whenever he's interviewed, ol' Shigs (as we affectionately call him) really stands behind *Wave Race* as one of the N64 greats. And who are we to question him?

SURF'S up!

While the player rendering in *Wave Race* is pixellated, it's the water effect that really shows off the graphics engine. This ain't no flat blue road. Rather a living, breathing, sucking rug of water! You've got to negotiate a course, take the odd

Impressive though it may be, the robot walks like there's something nasty in its pants.

Real N64 shot or pre-rendered Alias? – you decide.

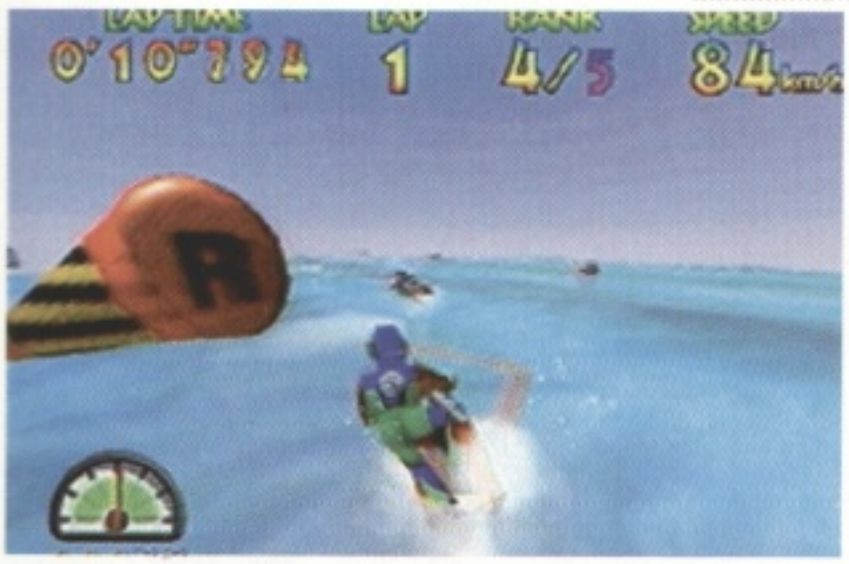
Top wrecking action.

Not for Rare the Japanese norm of massive laser bolts. Here it's strictly tuck and roll.

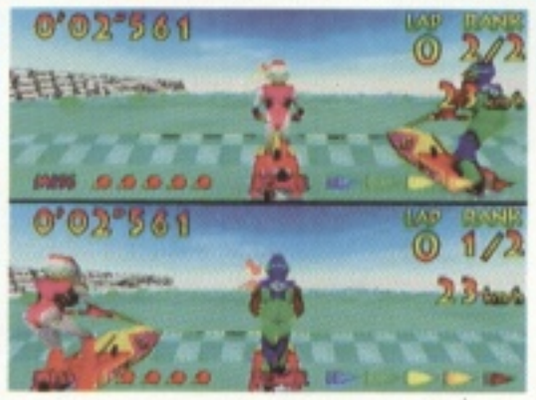
Secret bonus levels include hiding in the outside lav with a copy of Loaded.

jump and bump, and race competitor players. Arrows flash at the top of the screen warning you of the route and demanding which way you've got to go round the buoys... and that's about it. An immensely playable, fun and silly racing game. On water. We got to play it for a few minutes and the beta is looking very promising indeed. More news on this one as the waves break.

F-Zero on water? Well, it bears about as much resemblance to that as it does to its Game Boy namesake.



Now that's a BIG buoy.



The two-player option had no noticeable slow-down at all.

WAVE RACE 64

Nintendo • One/Two player • 30 Sept (US)

SHADOWS OF THE EMPIRE

Nintendo • One player • 30 Sept (US)

Set between The Empire Strikes Back and Return Of The Jedi, Shadows draws on both movies.

Shadows takes on both Dark Forces' and Rebel Assault's styles of game.

TRAVELLING THROUGH SPACE AIN'T LIKE DUSTING CROPS, *boy!*

You know the bit at the start of the *Star Wars* movies? The bit when the text inches up-and-into the screen. That was as close as the N64 got to giving gamers any kind of pre-rendered sequences. Reassuringly, you can skip that and jump straight into the gameplay – action devoid of the point and click gameplay that's dogged titles like *Rebel Assault* on the CD formats. That said though, the first action sequence, based on the ice planet Hoth, looks just like the trip-the-walkers sequence from *Rebel Assault* (or a 3D version of the old Atari 2600 Empire game if you're a crusty gamer). Only it's in real time.

You get to control exactly where your zippy little ship goes. You're on a mission to nip between the legs of a walker, chuck out a cable and trip it up. Helmetted faces appear on your head up display barking orders, and it's all very exciting. Even though Nintendo weren't showing *StarFox 64* at E3, the graphics had a remarkably similar (though whiter and icier) look to the *StarFox* video demo. The other two elements from the LucasArts offering we got to play were an internal walk-and-shoot sequence, and flying hero Dash Rendar's Millennium Falcon-alike ship in an asteroid field.

The walk-and-shoot sequence could hardly be called a *Doom* clone, as the action is all seen from a third person perspective with a camera up, behind and above the player. So you view your chappy's back as he explores a series of icy caverns – shooting polar storm troopers and blowing up packing crates. Graphically, it was good, but didn't look much of an advance on recent PC games. It took the space sequences to really show off what the N64 could do. Taking the Falconesque starship through an asteroid field buzzing with TIE fighters was thrilling to say the least. Rather than just controlling a crosshair you get to see your entire ship, which emits a series of concentric green rings to lock onto your target. It feels strange and yet at the same time feels good too.

For many observers, *Shadows* proved to be the big disappointment of the show. The space fight sequences impressed, but the *Doom*-esque sections looked sparse, and the texture maps basic, while the Imperial Walker section, last seen at Shoshinkai, was still plagued by a sluggish frame rate. What really stood out about *Shadows* though was the soundtrack – a startlingly accurate rendition of John Williams' *Empire Strikes Back* score which was actually being generated by the N64's on-board sound chip.

When pushed, LucasArts and Nintendo stressed that the game has still to go through some rigorous testing and tweaking before its appearance at the Nintendo64's US launch and we believe them... a bit.

Definitely the most exciting looking bit of the game.

You can play Shadows in either an arcade or campaign mode.

FRONTline

Even the camera angles work for you...

Chunky characters and a hefty dose of gameplay.

Check out the wealth of in-game ads around the rink.

Even Campbell's soups have got in there!

Oops-a daisy. The reds take a tumble.

Pandering more to the North American market, the Wayne Gretzky licence has already had an outing on various consoles and even the PC, but old Wayne has never looked or played this good.

The first thing you'll notice are the circles around the players. Remember how EA Sports simulations chuck a star underneath the player you're controlling? Having circles instead is hardly a heart-stopping innovation, until you realise that the rings are coloured according to which controller you're playing with. So that means no more forgetting which 'number' you are and losing the plot completely. With four controllers plugged into the consoles, players were rolling up and jumping straight into the action... no questions asked. Another reason why the coloured controllers help, is that if you're tripped or beaten to the goal you'll immediately know which of your playing peers done the deed.

The blood on the ice action in *Gretzky* is viewed from floating cameras which can swoop around the action. They'll intelligently adjust to give the best viewpoint, and, if the player you're controlling is off-screen there's always dots on the radar and arrows pointing off the screen to help you out.

At last a game which makes the most of the d-pad – we were beginning to think that everything would be using the joystick. Hold the controller by the far left and right prongs and use the two main action buttons. Off-the-puck one button will give a much-needed burst of speed and the other a check or trip. On-the-puck the buttons control passing and shooting. The puck cuts a purple trail through the air when you really pelt it. Which is dead satisfying when it buries itself in the net – an occurrence which happens reassuringly often.

The player models are all textured polygons and the smoothest forms ever seen in a home sports simulation. You can see a few sharp edges in the close-up celebration sequences but the chunky stylised kit favoured (or is that required) by a sport as brutal as ice hockey reduce the suspension of belief. With *FIFA 97* already in production the Nintendo Sports (that's NS – look out for the branding) range is already looking most respectable. Consoles need good sports games... and that's what Nintendo players are going to get.

If you forget which team colour you are, just glance down at your joypad.

Wayne Gretzky's 3D Hockey makes the most of the intricacies of the N64 control pad.

FACE off

WAYNE GRETZKY'S 3D HOCKEY

Williams • One player • 30 Sept (US)

COMING soon...

We'll be covering the rest of what was pretty much an avalanche of Nintendo64 games at E3 over the coming months, but we couldn't go without mentioning a few more and showing you, at least, a glimpse of them.

So, what's to come? Well, there's the winner of the Hyper Play 'largest character select screen ever' award in *Mortal Kombat 64* (although we admit to liking the Mortal Kombat Chronicles moniker better, or even Mortal Kombat Trilogy. Just putting a little '64' after everything can get pretty tedious). From where we were standing it looked pretty much like all of the characters from *Mortal Kombat II* were included, along with some newbies designed especially for the N64. If nothing else it quashed rumours that the machine couldn't handle 2D games. Then there was the eagerly awaited *Robotech: Crystal Dreams*, which, unfortunately, failed to set the show alight the way Gametek had hoped. The rolling demo showed nothing of the amazing screen shots we ran last month whilst the more cynical amongst us also had to wonder if the original Japanese creators of the anime series' that went into making *Robotech* (*Macross, Southern Cross* and *Mospeada* for those who still haven't caught on) knew that their designs were being used the game.

Turok: Dinosaur Hunter surprised many in that it wasn't as bad as people had feared (us included). Basically it was *Doom* in a misty, murky outside location but none the worse for it. It was actually quite creepy to have fairly intelligent dinosaurs appear smoothly out of the mist looking for your blood.

Virgin have the rather disturbingly named *Freak Boy* on the go, whilst EA announced *FIFA '96* trumping Konami who have yet to officially confirm *Superstar Soccer 64* (although it seems to be a well known secret that it is in development).

Watch out over the coming months as we uncover the secrets and get the first look at all these titles as well as *Robotron X, Ultra Descent, Ultra Combat, NBA Hangtime* and *Silicon Valley* plus some games just so secret that it would mean our jobs to let on what they are. Oh, alright then there's...

KIRBY'S AIR *RIDE*

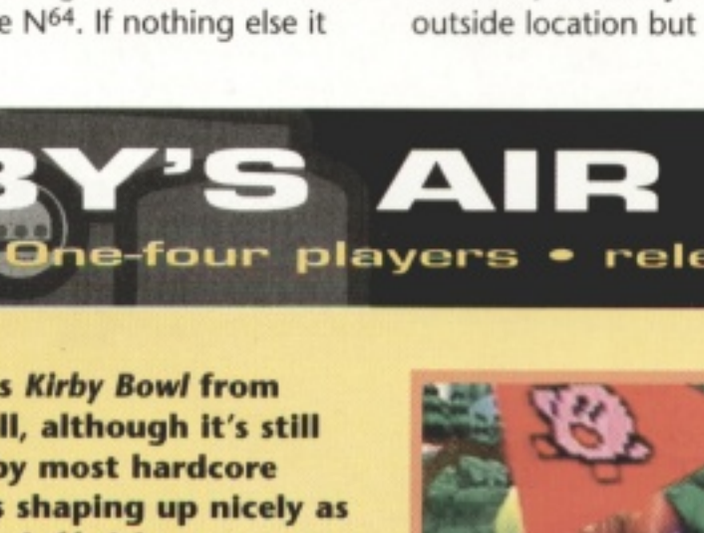
Nintendo • One-four players • release TBA

Remember this as *Kirby Bowl* from Shoshinkai? Well, although it's still short changed by most hardcore gamers the Kirbster is shaping up nicely as one of the first Nintendo64 titles to support all four of its controller ports.

This is another title that makes extensive use of the little analogue joystick as Kirby competes in a variety of air boarding races. A very nice touch is that the game can randomly generate courses adding enormously to the game's longevity. There's also the chance for the characters to perform aerial stunts (à la *Uniracer*) mid-race. *Air Ride* was smooth and fun without being amazing. The blurred out scenery in the far distance gave a nice feeling of depth and the actual mechanics of flying the little board were pretty much spot on (as befitting of its creators HAL Laboratories). A sleeper hit?

Get the hang of it and perform stunts too!

Mind that, er, just what is it?



Race against all of Kirby's usual array of bizarre foes.

A vaguely disturbing opponent.

The smooth frame rate and undulating courses can make you feel quite sick.

THIS MONTH
KIRBY'S AIR RIDE
SUPER MARIO KART R
STARFOX 64
DOOM 64
KILLER INSTINCT 64
BODY HARVEST
GOLDENEYE 007
CRUISIN' USA
MISSION: IMPOSSIBLE

SUPER MARIO KART *R*

Nintendo • One-four players • Autumn (US)

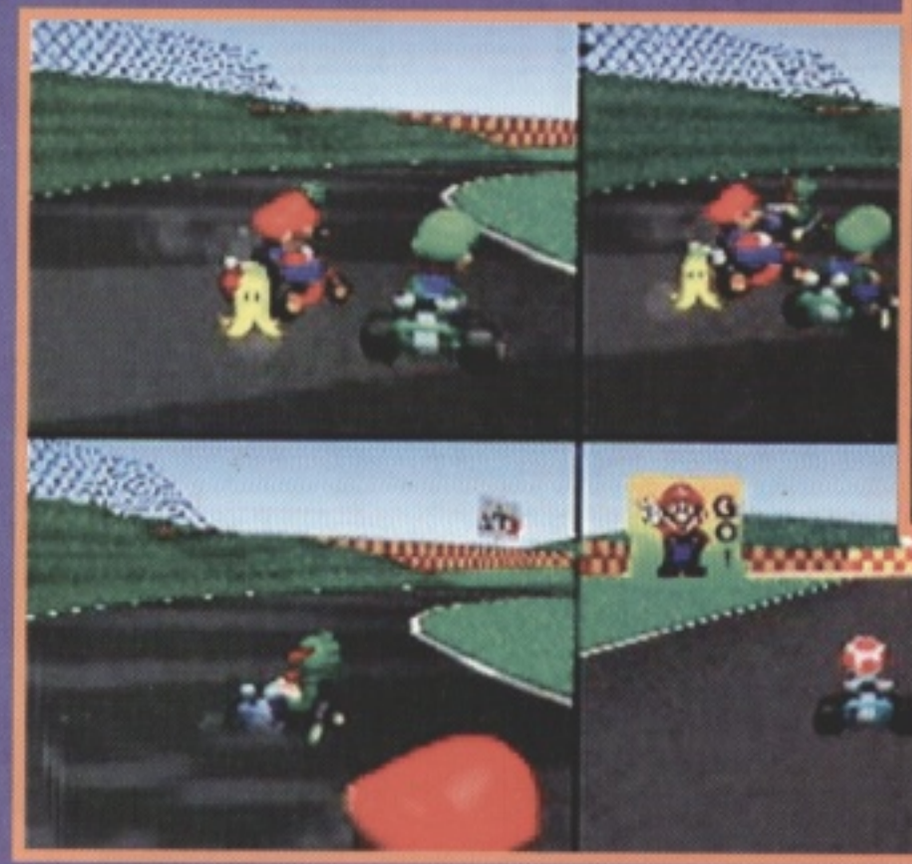
All this bodes well for exciting gameplay...

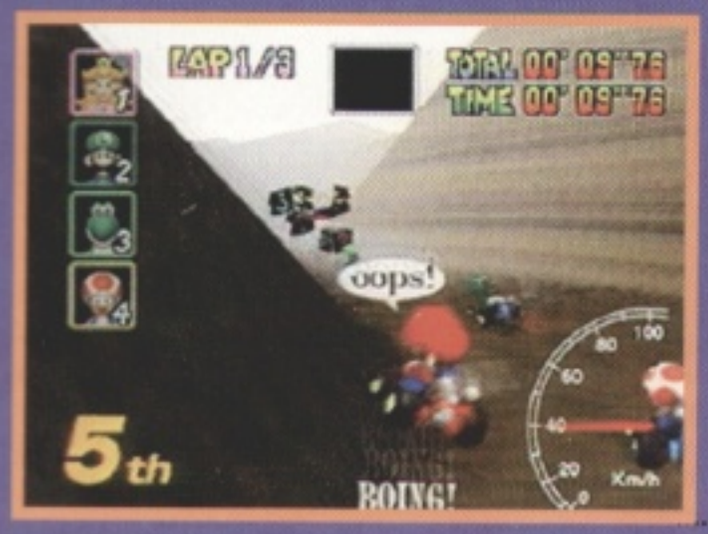
...but it'll make you feel queasy too zipping round those bends at full pelt.

Look out for Micro Machines-like shortcuts.

Another four-player game, *Super Mario Kart R* is shaping up nicely, thank you very much. The E3 demo showed pretty much the same as it did at Shoshinkai, bar a nice (but alas, still) title screen. Although it hasn't yet been included, Miyamoto assured onlookers that a Battle Mode would feature in the final game as well as the possibility of shortcuts.

And still, no-one seems to know just what the 'R' stands for.



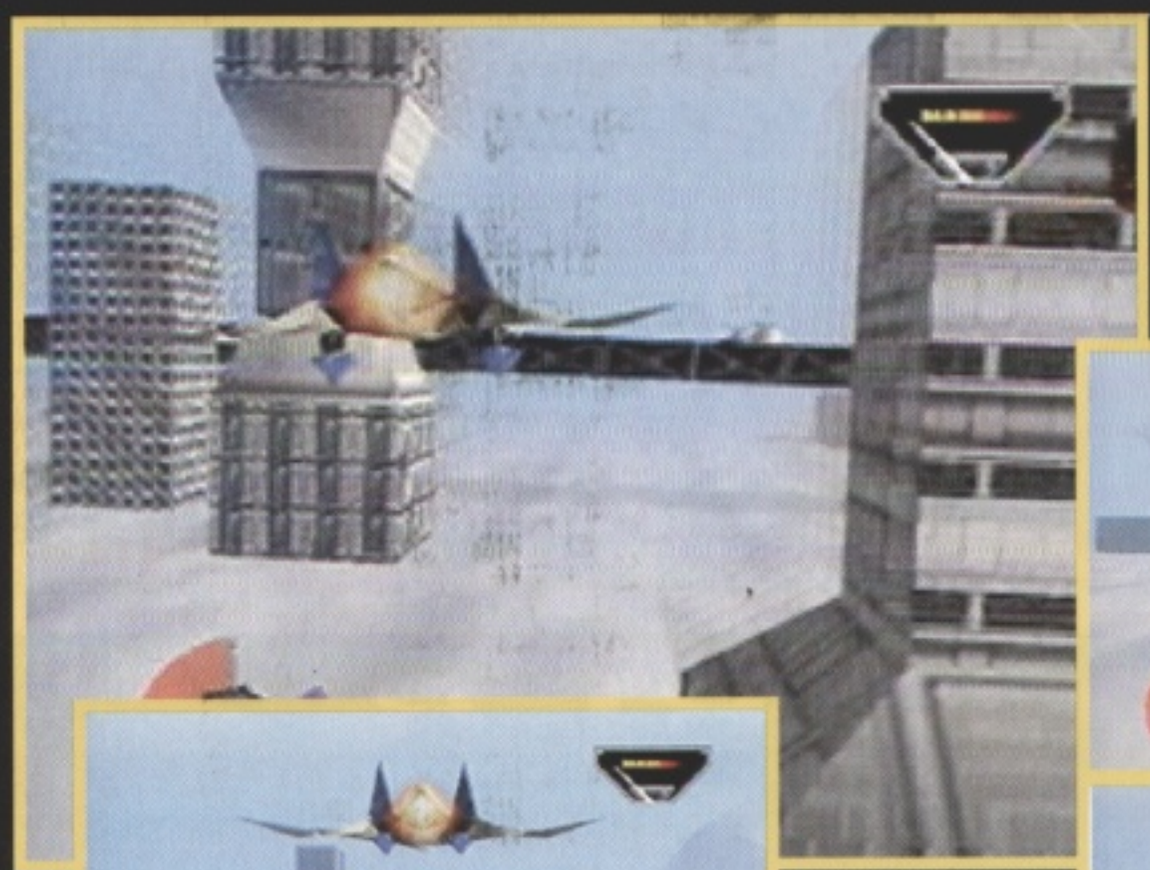


Four players can play on screen simultaneously.

Even the sound effects are a treat!

STAR FOX 64

Nintendo • One player • release TBA



When the ships bank round, you can actually see the pilot in the cockpit.

Slippy's back, although he now looks like Kiki from Hector's House (ask your Mum).

With the original UK coders Argonaut nowhere to be seen, it would appear that the N64 update to Fox McCloud's intergalactic adventures have been taken totally in-house by Nintendo in Japan.

All four of Fox's Arwing fighter team have made it to 64 land and the E3 demo showed off their spanky new rendered look as they regularly popped up to offer Fox advice and comments (all in Japanese, of course). It's still uncertain whether or not the game runs on some sort of rail system. There only seemed to be one route between the snowy city, and, when attacking the end of level boss, the Arwing seemed to be turning automatically to make another run.

This is another game with outstanding sound – the demo level sports a remix of the original's music with superbly sampled electric guitars.

This is definitely shaping up to be a worthy successor to the original *Star Fox*.

Using a mist effect in the same way as Turok, buildings and enemies fade convincingly in and out of the screen.

DOOM 64

Williams • One player • Autumn (US)

So much for Nintendo's family policy then. *Doom* on the Nintendo64 looks as menacing and palm sweatingly horrific as ever, and this time the inhabitants of the world's deadliest maze are all in 3D!

ID are promising that *Doom 64* will be the best version ever (phew, that's alright then). Faster, with more control (thanks to the analogue control stick... again!), with more monsters, more varied landscapes and 20 or more all-new levels.

Although only running on an all-too-brief video demo, it was clear to see that *Doom 64* was shaping up well. The analogue control gives you a much more realistic sense of movement enabling you to slowly crawl around walls and suddenly make a sprint when you're spotted.

Of all the polygon based characters on show for the Nintendo64, the demons in *Doom 64* looked easily the most convincing, and, once the mip-mapping is fully implemented, there's no telling how frightening the things will be.

Not a nice place to visit.

An ideal point to pull the trigger.

The Aztec style setting is new for Doom 64.

KILLER INSTINCT 64

Nintendo • One-Two players • Autumn (US)

Kim performs the splits and promptly kicks out Tusk's teeth.

Definitely one of the most eagerly awaited games of the show had to be *Killer Instinct* (now with simply a '64' tag on the end, like everything else it seemed) with everyone itching to know just what Rare had done to bring it into the third dimension.

Although, at first glance, it looks simply like a conversion of *Killer Instinct 2*, all the backgrounds are now realtime 3D. Perform a particular combo or special, and the whole screen will rotate and pull out to show the result of your move. Decisions were split as to how this would affect the overall gameplay. It is, after all, only a graphical frill and many thought it too distracting.

What everyone did agree on was that the frame rate on the backgrounds – an amazing 60 frames per second – made all the difference. Without any loss of colour or resolution, the N64 version of *Killer Instinct* easily managed to match and even surpass the arcade *KI2*.

Character-wise, Rare are still deciding just who's in and out. Chances are *KI64* will include pretty much everyone from *KIller Instinct 2*, but there'll also be some new characters as well by the time the game reaches the shelves sometime before Christmas '96.

Once you've knocked an opponent out, wait for the camera to swoop in on him for dramatic effect.

Wonderful backdrops all add to the atmosphere in Killer Instinct 64.

Three guesses as to what this is...

You have to see it in action to appreciate the smoothness of it all.

"I'll break every bone in your body."

BODY HARVEST

Nintendo • One player • Autumn (US)

Aping many a sci-fi B movie, *Body Harvest*'s premise of a time-travelling hero, leaping through history in an attempt to foil a race of giant insect aliens who've been harvesting humans for food since time immemorial, sounds like a lot of fun.

Initial disappointment at the rather basic graphics soon fades when you realise that Scottish developers DMA have gone for speed and action as Adam Drake (for that is you) takes on the alien invaders. There are over 130 vehicles for you to commandeer in your battle through Earth's history. These range from tanks, jets, a paddle steamer (?) and even a World War One bi-plane.

The action is viewed from what DMA call a viewcam (somewhat like *Mario 64*'s Laiktu-cam) which can be placed in various positions to get a better view of what's going on. Each stage consists of missions of increasing difficulty as you not only try to avoid becoming insect food, but rescue stranded humans as well.

With a moody John Carpenter-like synthesiser score and an original plot we think that *Body Harvest* could just surprise everyone.

A myriad of vehicles are at your disposal...

Save the human race from gigantic insects. Sounds like my loft.

... and this one looks cooler than our MD's Porsche.

GOLDENEYE 007

Nintendo • One player • Autumn (US)

Surely the problem with doing a game based on a movie is that it dates so quickly. Okay, *GoldenEye* has just appeared on video, so its profile is high again, but by the time Rare's N64 game hits US shelves, won't it be just a tad out of date?

Don't mention *Virtua Cop* to *GoldenEye*'s creators, this is more of an extension to the *Doom* concept. The analogue control allows for realistic freedom of movement as well as allowing you to sneek past guards, as a slower walk results in softer footsteps (clever!). As Bond you can also duck, kneel and even climb ladders, as you progress through the game's levels which accurately mimic many of the scenes in the movie. Another innovation is that your gun can be moved up and down independently of the scenery.

Look closely and you might even be able to see Pierce Brosnan. His and a host of other characters faces have been texture-mapped onto the polygon figures.

Go for the bloke with the skinny legs...

Hope this rocket doesn't suffer the fate of Ariane 5 - what an expensive load of fireworks!

CRUISIN' *USA*

Nintendo • One-Two player • 30 Sept (US)

Babes and boosters form an integral part of Cruisin' USA.

Hope that car has a catalytic convertor fitted.

It looks as good as its arcade equivalent, but will it match up gameplay-wise?

For anyone who's ever been addicted to games like *Out Run*, a fourteen stage, coast-to-coast road race that can be played by two players simultaneously would seem like heaven.

Alas we couldn't find anyone who would give *Cruisin' USA* even the time of day. True, it's looking as good if not better than the arcade version and it was supposedly only 30% complete (...and it's due out at the N64's US launch on Sept 30?) but the scenery suffered from the dreaded 'pop-up' so badly that the game suffered as a whole.

It does have the potential to be a decent game, but *Cruisin' USA* has a long way to go to beat the likes of *Ridge Racer* and *Sega Rally*.

MISSION: *IMPOSSIBLE*

Ocean • One player • release TBA

We know Cruisey boy has a big nose, but that has to be a joke...

We need to see a lot more of this one before we pass judgement.

never before seen and exclusive to the Nintendo64 if you're an over-active PR person. Also, beware that these shots don't seem to be actual N64 in-game screens but rather high-end Silicon Graphics/Alias renders.

Here's another film licence that could suffer from the dreaded time delay between the movie and the appearance of the game, although its connection (however tenuous) with the classic TV series may benefit it somewhat.

Ocean's first-person perspective adventure looks suspiciously like Rare's *GoldenEye* in many respects. *Doom* with a dash of *Virtua Cop*, if you're a bit of a cynic. A whole new style of gameplay

"Shut up, I tell you, or I'll knock one of your polygons off."

THE DOCTOR IS *in...*

How easy is it to connect a Japanese or American NTSC Nintendo64 to my British PAL TV, and will it be able to play UK versions of games when they eventually appear?

The only output on a Nintendo64 is through the A/V multi-out, which is the same as that on the SNES. Running an NTSC machine on a UK TV poses the same problem as with any import console, but, as a general rule, if your TV is fairly recent (you've bought it within the last five years) and has a SCART input at the back, then it should run a foreign N64 at full speed with a full screen using only a standard UK SNES A/V lead. Japanese and American carts should be pretty much interchangeable (as they are with the SNES, barring the shape difference), but for UK carts you'll probably have to wait for a company such as Datel to come up with some form of adaptor (that's the price you have to pay for having the thing before anyone else).

Does this 'mip-mapping' feature mags keep going on about really make a difference?

In theory, it should make an even bigger difference than the jump from 32 to 64 bits that differentiates the N64 from the PlayStation and Saturn (but that's another story in itself). Let's take an example – *Doom 64*, for instance. When you play *Doom* on any other system and you crawl along that grim corridor hard up against the wall, the texture (a flat piece of artwork) placed onto that wall so that it looks like stone becomes more blocky and pixellated according to how close you are. In *Doom 64* that effect should be considerably reduced, if not totally done away with, as the 'mip-mapping' (or tri-linear mip-map interpolation if you want to be called names by your mates) evens out the pixels in the texture, creating more as you move closer, so reducing that blocky effect.

Can you save your game on N64 game cartridges?

No, but the N64 goes one better. You can save not only your game (on titles that have save points, naturally), but also other data on a small cartridge (known as a Controller Pak) that slots into the back of your controller. Imagine playing a game like *Killer Instinct* with all the moves assigned to your favourite button layout. Usually, the moment you turn the game off, all that game set-up is lost, but with the Controller Pak, you have all that information saved ready for next time. Not only that, but if you play the game at a friend's house and plug your Pak into his controller, you can go right ahead and use your own setup straightaway.

Can I play my SNES games on the N64 and vice versa?

No, and don't be silly.

Does the fact that there are four joypad ports on the front of the N64 mean that all games can have up to four players?

No, in the same way that not all SNES games are two-player, but when titles arrive that do have four-player capability (*Mario Kart 64* and *Kirby's Air Ride*, for starters), isn't it nice that you won't have the hassle of having to get a multi-tap?

Does the fact that the 64DD add-on is coming mean that all the best games will be for that and not on standard N64 carts?

That depends on what you consider to be the best games. If you're thinking RPGs, then, probably, yes. But, for many arcade-style games the standard 2, 4 and 8Mb carts should be more than enough. Remember that if you take away all the 'watch 'em once' FMV intros on CD games, then the actual game code will, usually, fit easily onto an N64 cartridge. And for a more in-depth look at the 64DD can I direct your gaze to the article just across the page?

Why aren't there any Japanese companies in the Dream Team? Isn't *Super Play* always saying that the Japanese make the best games?

The Dream Team is a concept dreamt up by Nintendo Of America to promote exclusive N64 games purely within the US market. Developing the right games for the right market needs careful consideration. Titles like *Wayne Gretzky Hockey*, and even *Killer Instinct*, won't sell brilliantly in Japan, while an N64 version of Konami's high school dating game *Tokemeki Memorial* (their best-selling PlayStation title) is unlikely to set the charts alight in the West. More Japanese games are beginning to come to light (see Hyper Express), and, just between you and us, Hyper Play expect there to be a higher proportion of good Japanese games to Western ones.

THE PRICE YOU *PAY*

New machine fever, we've all had it at one time or another, and, with the Nintendo64 almost upon us, it'll soon be joined by that other common aliment suffered by anyone who wants to be first on the block – importer's rash. Even now, the wild and woolly world of the grey importer is gearing up to supply the cure to all those who just can't wait and want a Japanese Nintendo64. Alas! The prescription can prove very expensive.

After sniffing around what was on offer, Hyper Play came away reeling at some of the prices importers were prepared to charge for a Japanese machine on its release on June 23. You can expect to pay from £500 to a wallet-wrenching £1,000+ and that's without a game or even a Controller Pak. We don't doubt the need for some kind of mark-up – after all, the machines have to come halfway around the world and there's duty to be paid at customs – but you could easily end up being taken for a ride by some unscrupulous dealers.

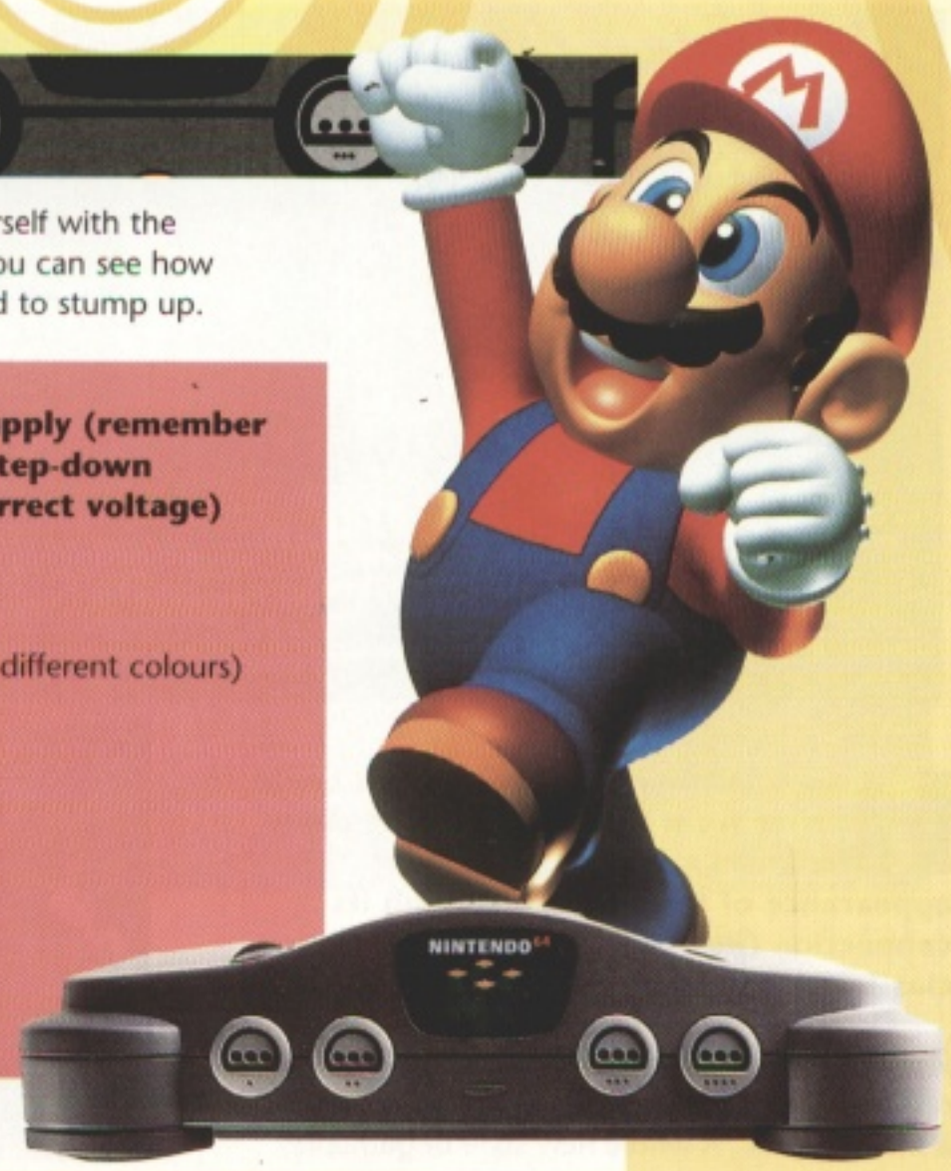
Should you be shopping around for the best prices, you might like to arm yourself with the official Japanese street prices so you can see how much extra you're being expected to stump up.

Nintendo64 with power supply (remember you'll need some sort of step-down transformer to get the correct voltage) and one controller
¥25,000 – *approx £155*

Additional controllers (six different colours)
¥2,500 – *approx £16*

Controller Pak
¥1000 – *approx £7*

Super Mario 64
PilotWings 64
Saikyo Habu Shogi
¥9800 each – *approx £60*



NINTENDO clinic

THE 64DD DILEMMA

Why did Nintendo turn away from the well established platform of compact discs as a mass storage medium? One can only guess: but a few contributory factors can be surmised.

The compact disc is an optical system; it is by virtue of its construction a ROM device. Data can only be extracted from the surface; if you want to write data to a compact disc, you'll have to fork out a thousand quid for a magneto-optical disc drive, and even then, data is only writable to the disc once. The discs cost up to £25 each and they're still vulnerable to corruption. Hardly the best option for a popular home entertainment system.

The problem that causes the most trouble with the CD is its dreadfully slow access time. The disc is revolving constantly at a speed between 2.4 to 2.8 metres per second on a double-speed drive. If your required chunk of data has sped past before the read head gets there, you might have to wait for up to 132 thousandths (0.13) of a second until the same bit comes around again. That might sound like a lot to you, but in computer time, it's the equivalent of watching a weeks' worth of Santa Barbara re-runs.

During that time the 64DD would have been there four times, and as for carts – whoa! – it takes around 130 nano-seconds for a cart to return the data it's been asked for. Oh, if you're curious, a nano-second is a thousandth of a millionth of a second. Yep, that's right, a cart is at least a million times faster than a double-speed player.

Of course, this is only if the read head happens to be over the correct track in the first place. If the head has to move to another track, then you have to add on the time that it takes the servo-motors to reposition the head. In real terms, you're talking to a third to two-thirds of a second from one end of the disc to the other: that's just too, too slow.

This poor performance has led to the adoption of faster and faster spin-speeds in an effort to transfer data more quickly, but spin speed is limited by the disc itself. At very high speeds, even a slight variation in the thickness of the disc (say, 4 to 5 thousandths of an inch) can throw the focusing system off, as the imbalance rattles the drive motor. Anything above the 8x speed currently used in top-notch players has been shown to warp discs after long continuous use.

The 64DD is way out ahead in the data-transfer stakes anyway, but in addition, it is supplied with a memory module which will be used as a cache. In other words, during quiet drive periods, chunks of data that are most likely to be needed next can be loaded into this extra memory block and stored for the duration. This means that the CPU doesn't always have to wait for the drive to load data in; in most cases it can simply delve straight into the cache. With sensible data layout on the disc, there should never be a 'loading – please wait' sign on any N64 game.

The comparative cost of a 64DD disk is also, interestingly enough, on a par with CDs. The Zip drive discs currently available retail at about £10 – this would imply that the manufacturing costs of Zip Disc are not radically different from the CD. Remember, during CD manufacture around 10% are thrown out as defective because of errors in the code (although this used to be as high as one in four).

You can't knock up blank CDs, and then format and write the data on them the way you can with magnetic discs; they have to be made correctly first time round. Playing a music disc, the error correction circuitry may be able to smooth over the odd missing or corrupted byte, but game code needs to be accurate down to the last bit.

And here is the little chappie himself, or herself, or er...

A Zip Disc can be 100% read/writable, but Nintendo are ensuring the preservation of game code on their version by rendering their 64DD drive incapable of writing to a pre-set area of the disc, the bit with the 512 Megabits of gamecode on. The remaining 208 Mbits are assigned to read-write duties which means that a lot more character names and ability scores can be stored.

You could design and add on your own levels, or even design your own style of game (like *Dezaemon*, the DIY shoot-'em-up designer seen in SP32). You could store your favourite FIFA 99 match on it, all 90 minutes so yer mates can come round and shout advice at the on-screen players while drinking warm cans of supermarket brand lager. It'll even allow the CPU to store details of your fighting style on Street Fighter III Zero X, so it can play 'as' you against your mate, while you nip off to get the teas in. One thing's for sure, these kinds of tricks won't be possible with a minute 128k ram card as used in some next gen consoles.

Another reason why Ninty might have chosen to ignore the guaranteed CD ethos is that they've already thought about 'doing' it with the SNES. Perhaps initially impressed by the many advantages of the CD format, they started on a drive for the SNES in partnership with Sony... oops! From what we hear, Nintendo learned all that they could, and then decided that it wasn't the way to go for their machine.

It's quite possible that the aged 3.58MHz processor couldn't deal with the vast quantity of data that a CD would throw at it; the standard data transfer rate is around 170kBytes/second. Mindblowing stuff for a poor old 16-bit CPU. Consider, even the Mega Drive's faster 7.14 MHz CPU needs co-processor assistance from the Mega CD itself to make sense of all the data being crammed into it.

The smaller basic capacity of the 64DD isn't something that should be worried over, though. For a start, a large proportion of the CD-based game is usually given over to flashy FMV opening scenes or endings, and streamed-in pre-recorded music. Bah – humbug! You can dress up a crappy game with fuzzy FMV and a soundtrack composed by Chesney Hawkes, but it's still a crappy game.

Another reason why the N64 shouldn't require as much storage capacity is because of the hardware based mip-map interpolation facility. Less overall polygons will be required to make the illusion of a smooth surface; the hardware will file off those rough edges even as it's flinging thousands of them about. Pity the poor Saturn and PSX, to achieve an apparently smooth surface, they need to display and manipulate loads and loads more 'gons – a heavy drain on processor time.

Summing up, the Nintendo games experience is one of solid, enjoyable gameplay, not a memory-intensive graphical showcase with one dimensional gameplay (ahem, er... that is if we can quietly forget about *Rise of the Robots* for a minute!)

At an expected retail price of around £120, the 64DD certainly measures up to a CD drive, especially when you consider the additional RAM pack. What's more, the savings in manufacturing discs instead of carts will more than pay for the increased development cost involved in creating bigger games. No £100+ tags on the new software, then.

Whichever way you look at it, we're in a win-win situation. Nintendo have patched the Achille's heel in their system, namely the storage capacity. Games designers and programmers will be able to attempt things never before possible with Nintendo's systems, and this is sure to persuade major talent to cross over from other formats. The results are sure to be electrifying.

INDEPENDENT NINTENDO 64 GAMERS JOURNAL
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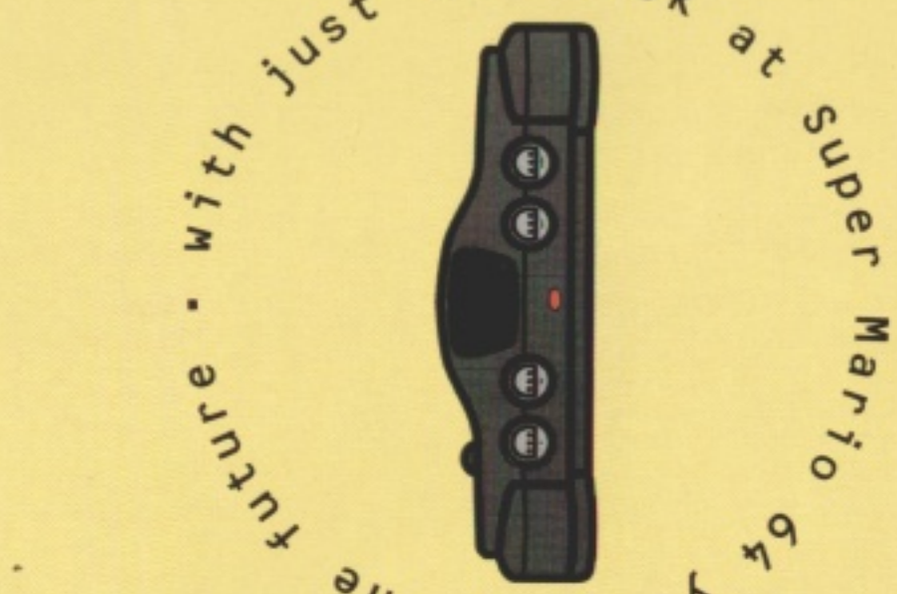

THE CHARTS

Compiled by: Chart-Track
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ChartTrack

For weekly UK SNES chart updates you can either tune in to Digitizer, Teletext page 470, Channel 4 or use your Dad's PC to read the Super Play page on the internet at http://www.futurenet.co.uk

Welcome to the thrills and spills of the UK SNES games charts. More exciting than a jam-free doughnut...

OFFICIAL UK SUPER NINTENDO CHART

1	DIDDY'S KONG QUEST	Nintendo	SP40 82%
2	KILLER INSTINCT	Nintendo	SP36 85%
3	YOSHI'S ISLAND	Nintendo	SP36 94%
4	FIFA SOCCER '96	Electronic Arts	SP37 84%
5	SUPER METROID	Nintendo	SP25 91%
6	DONKEY KONG COUNTRY	Nintendo	SP27 90%
7	PRIMAL RAGE	Time Warner Interactive	SP36 60%
8	SUPER PUNCHOUT!	Nintendo	SP27 90%
9	PGA TOUR GOLF '96	T•HQ	SP42 85%
10	SUPERSTAR SOCCER DELUXE	Konami	SP38 94%

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COMPO!

Now you've seen *Pilotwings 64*, you may be interested in having a look at REAL planes in action. And yes – we have fixed it for 15 lucky readers to win a pair of tickets to the International Air Tattoo at RAF Fairford in Gloucestershire on 20th and 21st July.

You'll be able to join in the world's biggest military air show, which is celebrating its 25th Anniversary this year. Over 400 aircraft are flying in from around the world for the event, and you'll be able to watch elite aerobatic teams, such as the Red Arrows, perform their hair-raising and stomach-churning stunts. There are all kinds of things happening over the two days and much excitement is guaranteed.

All we ask is that you answer our simple question and fill it in on the coupon just to the right:

***Q* What is the name of the Royal Air Force Aerobatic Display team?**

There's an early closing date for this one, so that we can get your tickets to you in good time, – make sure your entries arrive at the correct address by: Wednesday 10th July.

INTERNATIONAL 25 AIR TATTOO 1996

Send entries to:
DEPT IAT 778, Silver Jubilee Airshow Competition, RAF Benevolent Fund Ents, PO Box 1940, Fairford, GLOS GL7 4NA.

The answer: .....

Name: .....

Address: .....

.....

.....

.....Postcode .....

I am aged under 18 ❑ 18 to 30 ❑ 31 to 46 ❑

DATA PROTECTION ACT 1984 From time to time the Royal Air Force Benevolent Fund may wish to send you details of other events and services which they feel may be of interest to you. Please tick the box if you do not wish to receive this information. ❑

WHAT DO YOU...

After last month's RPG examination, this month we'll be casting our retrospective eye over fighting games. Why are they so popular, what makes a good one and which are the best? Super Play tells all...

What do you mean you don't

FIG

AUGUST 1996
ISSUE 46

know anything about...

FIGHTING GAMES?

Fighting throughout the ages has always been an obscenely popular activity. Right from the moment a caveman first took on the mammoth that lived in the flat upstairs and won, the appeal of punching, kicking and generally flattening an adversary into the ground has been a most entertaining and popular pastime. However, trampling hoards of lesser mortals underfoot, whilst fun, is not exactly the done thing in real life. Look at Hitler. His invasion of Poland and subsequent near domination of Europe hardly made him popular, did it? Besides, he was cheating – he was using guns and had thousands and thousands of 'mates' to help him. That's never right, is it? No, you can't beat the majestic finery of one-on-one fighting. Two blokes with a grudge, who desperately want to bloody the nose of a fellow human being. This, however, is deemed as being just as antisocial as Mr H's effort and whilst the future of Western civilisation is not under threat in this case, a broken nose, a bloodied shirt and a night in the cells is.

In this light the existence and popularity of fighting games is obvious really. Games where even the weediest of chaps can rid himself of his need to injure without actually doing any 'injuring'. Save perhaps a slightly sore-thumb after a particularly vigorous bout. After springing up in the arcades in the late 70s the beat-'em-up has developed beyond all recognition, leading to such arcade perfection as today's *Street Fighter Alpha 2*.

The regular addition of new features mean that, like the RPG, the fighting game genre is now rife with sequels. Fighting game fans are a fanatical bunch and owning 'last year's' version of their favourite fighter is simply not the done thing. By adding new moves, new characters and new features, software companies have kept the momentum up, making each new version of their games an improvement which often attracts as many purchasers as the one before. Get yourself a successful series and you're onto a goldmine. Fail at the first hurdle and your game joins the hundreds of others at the bottom of the pile.

You see, the SNES is home to hundreds of fighting games. Some are absolutely brilliant (you'll find a full top 20 rundown of our favourite fighting games later on) whilst playing some is like having teeth pulled (we'll be revealing some of these fighting low-lights too). But before we get into specific titles, let's have a look at what goes into making a fighting game.

Q: Where did all this beat-'em-up madness start? What was the world's first fighting game?

POW!

What do you mean you don't know anything about...

GREATER THAN THE SUM OF THEIR PARTS

What ingredients go into making beat-'em-ups? To keep the beat-'em-up fresh and exciting, loads of new features have been piled on top of that original punch and kick premise.

Plots

Where would a beat-'em-up be without a plot, eh? Before we dive headlong into combat we need to know exactly what we're risking life and limb for. Unfortunately the answer is usually rather predictable. An evil gang has kidnapped your girlfriend, you're out to avenge your father's death or, most simplistically, you want to prove yourself the best fighter in the world. A bit silly, really, but it all adds atmosphere.
Example: Mortal Kombat. Underworld, Overworld, Nether-regions, what the blazes are they talking about?

Projectiles

A projectile is an 'object' which is fired at an opponent that can inflict the same damage as a punch or a kick without the player having to be close up to administer it in person. An early and essential addition to the beat-'em-up that broke the monotony of the close-up punch/kick fighting, enabling more distant attacks.
Example: Street Fighter: Ryu's fireballs – the most famous projectile of them all.

Power bars

Not exactly a new feature, but worth a mention. What better way to show your progress in your task than a simple graphical bar at the top of the screen. This feature seen in even the earliest beat-'em-ups. A good idea that will probably never be replaced or improved upon.
Example: Every fighting game ever. Bar none.

Special Moves

Ah, the special move. Perhaps most responsible for the fighting game's enduring appeal. By equipping the game's characters with special powers they are able to add all sorts of ridiculous attacks into the games. Whether it be freezing your opponent with a blast of ice or teleporting away from an attack only to reappear directly behind your foe, it seems that no move is too 'special' to be discounted for inclusion.
Example: Ranma 1/2. Turning into a Panda. Is that special enough for you?

Fatalities

What could be better than beating your opponent than killing him outright at the end of a fight? So goes the thinking behind the fatality. Though the fight is over, a final special move can be performed by the victor which will dismember their opponent in a deeply unpleasant and ultimately humiliating way.
Example: Killer Instinct. Where else can you knock your opponent off a roof, falling hundreds of meters onto a pink cadillac below? Nowhere, that's where.

POW!

A: It was a game called Karate Champ, featuring many traits still used in beat-'em-ups today. Power bars, best of three round fights and Ken and Ryu-like pyjama-clad fighters. Next came Konami's Yie Ar Kung Fu which, interestingly, features the first ever, fan-flailing, fighting female.

WEIRDNESS CENTRAL

Let's take time out to examine one or two of the fighting genre's oddities. Games like *Zoku: The Legend of Bishin*, in which you drive from fight to fight, rubbing bumpers with other 'evil' cars until you arrive at your destination, whereupon you leap from your motor and take on all comers in fisticuff combat. Baddies duly duffed up, it's back in your motor and on to the next fight. One word – odd.

Or how about *Ren and Stimpy: Time Warp*. Not a platform game, as you may at first assume, but a scrolling beat-'em-up. Choose to play as either Ren or Stimpy and traipse from left to right collecting 'Gritty Kitty proofs of purchase' slapping anything that wanders onto the screen that looks like it might be trouble. Now what, I ask, is the point of that.

And let's not forget those moments of sheer Japanese madness. Games like *Super Godzilla*, in which you must stomp around a map 'looking for' a boss to fight whilst avoiding UFOs, tanks, mines and other energy-

...FIGHTING GAMES?

'Alities'

After the fatality there came the 'ality'. Alternative after-fight fatalities that allowed a player to put his own personal stamp on a game. Shall you perform a 'Friendship' move, to say sorry, a particularly nasty 'Fatality' to scare him off messing with you again, an 'Animality' where you transform into your animalistic inner-self, or, most disturbingly, a 'Babality' where you can inflict the ultimate humiliation a fighter can endure, being turned into a baby. Bizarre but true.

Example: Mortal Kombat 3. Which is completely 'ality' mental.

Secrets

Secret moves, secret characters. Beat-'em-ups are riddled with all sorts of hidden extras. Whether it's new, super-powerful moves, alternative game endings or merely the ability to make your favourite fighter go about his business in a different coloured set of pyjamas, it all adds to a fighting game's atmosphere.

Example: Street Fighter II. How many ever-so-slightly different endings can a game have?

Weapons

Bored with hand-to-hand combat? Well, now you can pick up a bit of pipe to help you through your fight. Find it lying around or defeat the fighter who owns it to take possession. It makes those end-of-game bosses a little easier to bear and adds a tiny element of strategy. Just a tiny one mind.

Example: Final Fight. Daggers, bits of pipe, pointed sticks – *FF*'s got the lot. Except the sticks.

Combinations or 'combos'

Perform a punch, then a kick before your opponent is able to react and you've just performed a combo. Of course, a punch and a kick isn't too impressive, a chain of special moves is a far more punishing proposition. Combo's can be 'broken' by a fighter if he prefers the correct 'combo breaker' during it. This later gave the idea of the 'unbreakable combo', a devastating attack from which there is no escape.

Example: Killer Instinct. King of the combo games.

Blocking

The blocking feature makes defence just as important as attack. In the right hands it becomes an invaluable aid to combat. The idea is that, with every possible attack your opponent deals out, you can render it harmless (or nearly harmless) with the correct block, provided you can pull it off in time. Some games have auto blocking where merely moving away from your opponent enables the block. It's cheating really.

Example: Street Fighter Alpha. Coming soon to your SNES.

The 'Rage Gauge'

Rage Gauges are additional power bars that fill during a fight and, once full, enable the performance of some super-charged special moves. *Street Fighter Alpha* has a three stage 'combo meter' (as they choose to call it) and the filling of each stage permits ever greater feats of super-combo flashiness. Shall you perform three one-stage supers or save your power for a single triple-strength attack? Choose wisely.

Example: Samurai Spirits. Fill his rage gauge and Galford can set his dog on his opponents. Down boy.

sapping machines of war. Once you locate him, you engage your foe in a bizarre form of timing-dependant combat which involves twiddling the D-pad and repeatedly pressing the A button to build up your 'spiritual energy'. Weird, and very wrong.

Then there are the Ultraman games. Very Japanese, but very terrible. Ultraman is a giant bloke in a silly suit who beats up similarly gigantic, stupidly dressed adversaries amongst the cities and country side of Japan. Except it always looks like two blokes on their way home from a fancy dress party having a ruck in a model village. Awful.

And those beat-'em-up game names: *Super Bikuri Man*, *Sonic Blast Man* and *Venom/Spiderman: Separation Anxiety* for instance. My favourite? Easy. Muscle Bomber: The Body Explosion. Kaboom!

POW

Q: Which of the Killer Instinct characters failed to make it into Killer Instinct 2?

57 VARIETIES. WELL, SEVEN

It's not all one-on-one fighting, you know. Fighting games have splintered into sub-genres, each delivering their own particular flavour of fist 'n' foot flinging action.

Beat-'em-up

Um, bit of an obvious one, really. This is what most people think of when someone sneaks up to them in the wee small hours

and whispers 'fighting game' in their ear. The classic one-on-one fighter. A choice of fighters, two fighters on screen, two power-bars, three rounds (or if you prefer five) to decide the victor. Simple really and very familiar. Think *Street Fighter* (in all its guises), think *Mortal Kombat*, think hundreds and hundreds of games really. This is the daddy of the beat-'em-up manor. And no mistake.

Scrolling beat-'em-up

A spin-off of the one-on-one fighter, giving your player a more limited amount of moves with which to deal will multiple assailants. Which is a bit unfair if you think about it. Your character can walk (to the right usually) to expose new scenery and new baddies. Weapons tend to feature rather prominently in 'scrollers' too. Bit of wood, bit of pipe, bits of anything really, can be picked up and used to batter your opponents senseless with greater damage-per-button-press efficiency.

Although a popular genre (think *Final Fight*, think the Batman games, think the umpteen *Marvel Superheroes* games), they are generally a less demanding and more simplistic gameplay experience. The paltry set of moves, when compared to the one-on-one beat-'em-up mean that they're fun while they last, but there's only so much 'Walk, punch, punch, punch. Walk...' that a person can bear.

Boxing

In a way this should be the top fighting game genre. After all, boxing is far more popular than any of that Karate/Judo nonsense. Marquis of Queensbury and all that. This is, of course, rubbish. Although the boxing game sounds like a good idea it has proved very hard to accomplish. Many have tried and similar numbers have failed. It seems that endowing a boxing game with some sort of skill requirement on the part of the player has proved nigh on impossible. There is one stand out boxing champ though. *Super Punch Out!!* which stands pretty much alone in the 'good boxing game' arena.

Think about it. Because it's boxing you can't kick, so that's half yer moves out of the window. Unless of course you make it...

Kick boxing

Included here purely for the sake of completeness, there currently being only one kick boxing game in existence, *Best of the Best Championship Karate* and it's more than a bit nob. Although it says 'Karate' in the title but this is a kick boxing game, which, in a way, makes it even more nob. Kick boxing is a daft sport anyway. It's like boxing but you can kick each other. That's not a 'sport', that's what drunken blokes in pub car parks call 'fighting'. The odds of there being another kick boxing game are, shall we say, exceedingly slim. Thank Christ.

THE STREET

The King, Queen and entire Royal family of SNES beat-'em-ups has to be the classic *Street Fighter*, in its many guises. After all this time, it's still the finest fighter you can buy for your system. But how did it all start and how many versions of *SFII* can we endure while we wait for *III*?

Capcom first released the original *Street Fighter* into the arcades in August 1987. In comparison with later versions of the game this first incarnation was an incredibly simple affair, offering the player the choice of only two characters, Ken or Ryu, who could either fight each other with two punches and two kicks in two-player combat or work their way through ten different computer-controlled characters before meeting the boss, Sagat. As you no doubt know, it's here that Ryu gave Sagat his nasty chest scar. *Street Fighter* was a great success, it being easily the best of the new fighting games around and many versions were created for most of the popular home computers of the time. Even the Sinclair Spectrum had its own version of *Street Fighter*, albeit a very poor one.

However, things really took off when Capcom wisely decided to improve *SF*, creating *SFII* some three years later. In the process of the improvements they ditched all but three of the characters and created nine new fighters and twelve new globe-spanning locations for them to inhabit. Only Ken, Ryu and Sagat made it through (relatively) unscathed. It was at this point that *Street Fighter*'s famous special moves were added, elevating *SFII* above the competition of the time. More emphasis was put on combinations too. In order to beat the four bosses a limited mastery of

POW

A: Riptor, Cinder and Chief didn't make the grade. Rare looked at stats from the X-Band play-by-modem system in the US to find the least popular characters and gave them the boot.

...FIGHTING GAMES?

Wrestling

Wrestling. Is that fighting? It might have been once, a long time ago. In more recent

Daddy Vs Giant Haystacks Blackpool Pier End Wrestling*. That was great. Still, wrestling, it's not proper fighting, is it?
*This game does not exist in real life. Do not attempt to buy it.

Sumo

Like kick boxing this remains a tragically under-exploited flavour of beat-'em-up. There are at present only two known outbreaks on the SNES, *Super Sumo* and *Sumo Spirit* and the pair of them should be avoided like smallpox. A sport involving two enormous fat blokes in nappies, flinging each other about by the armpit hair is not to be taken seriously. Both games are still awaiting a PAL conversion. Fingers crossed for a Nintendo 64 sumo game, eh?

Ice hockey

Oh alright, I am scraping the barrel. But ice hockey is a notoriously violent sport, something which more well observed ice hockey games acknowledge. Barging your opponent into the wall a little too vigorously in *Hit the Ice* for example, will prompt a fight to break out, both players having (very) limited control over the on-screen punches. It's good fun but, but results in both players being sent off. It remains the only type of beat-'em-up where 'pulling your opponent's jersey over his head' is a recognised fighting manoeuvre.

FIGHTER STORY

both the specials and the available combos was essential.

Needless to say, the public loved it. Again, conversions for a range of home machines were inevitable, but one version in particular really made the *Street Fighter* legend what it is today. Yup, you guessed it, the version for the fledgling Super Nintendo, released July 1992 sold by the truck-load and undeniably helped shift millions of SNESs to a *SFII* mad public, desperate to play a near arcade perfect version of their favourite fighter at home.

There are two ways of looking at what happened next. One is that Capcom got greedy and instead of developing *SFIII*, which was the obvious thing to do, they opted instead to make minor improvements to *SFII* to make a fast buck. Another version is that Capcom didn't want to wait another three years developing a new game when they could see how *SFII* could be improved right now. Whichever is true, a year after *SFII* Capcom released *SFII: Champion Edition*. This latest version of *Street Fighter* allowed the player to play as the four boss characters in addition to the usual line up and permitted two-player fights with identical (though differently attired) fighters. This version never made it to the SNES, but the next did - with great success.

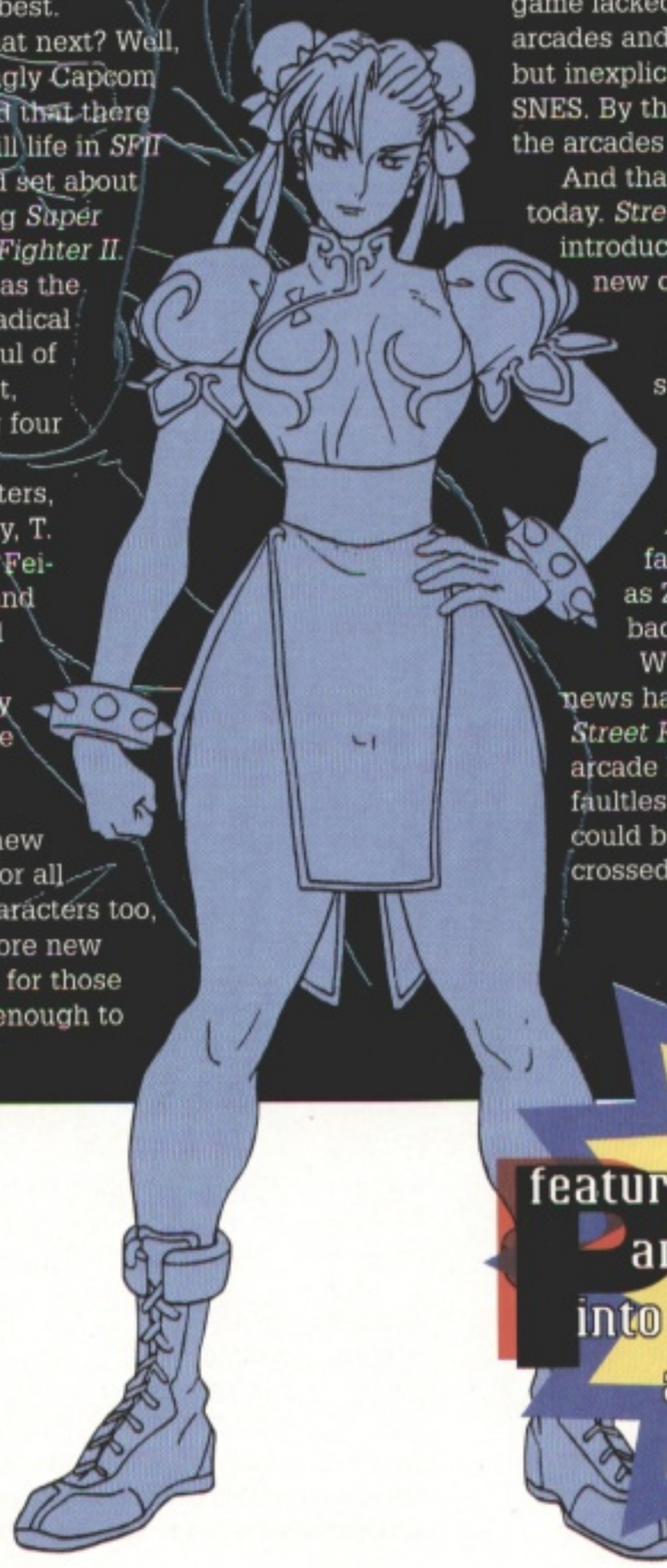
Soon after *SFII: Champion Edition* another new *SFII* game appeared and this time the differences over the original *SFII* were much more pronounced. *Street Fighter II Turbo* not only featured the boss-controlling options of the *Champion Edition* but added new moves to the majority of characters and new super-fast, super-smooth gameplay. A SNES version was released to great acclaim in July 1993. It's this version of the game that many people, including myself, consider as the best.

What next? Well, amazingly Capcom decided that there was still life in *SFII* yet and set about creating *Super Street Fighter II*. This was the most radical overhaul of *SFII* yet, adding four new characters, Dee Jay, T. Hawk, Fei-Long and second girlie Cammy into the mix. There were new looks for all the characters too, and more new moves for those lucky enough to receive them. The SNES version arrived in September 1994 but by then Capcom had moved onto something new.

Capcom quickly went on to perfect *Super SFII* soon after its arcade release by creating a Turbo or 'X' version, adding the speed hardened players throughout the game lacked. This 'X' version graced the arcades and a variety of home machines but inexplicably never made it to the SNES. By the time the SNES had '*Super*' the arcades had '*Super X*'.

And that's pretty much how it stands today. *Street Fighter Alpha* was introduced to the arcades, featuring new characters and giving everything an altogether more Manga look. And, bringing the series bang up-to date there's *Street Fighter Alpha Two* currently doing the rounds in coin-op land. This second *Alpha* instalment restores familiar old 'II' characters, such as Zangief, to the fray. Welcome back fatty.

What next for the SNES? Well, news has recently broke of a SNES *Street Fighter Alpha*, which, given its arcade brilliance and Capcom's faultless reputation for *SF* conversions, could be the best SNES *SF* yet. Fingers crossed, eh?



times it became blokes with quiffs and silly costumes doing allez-oop back-flips off each other's perfectly manicured chests. Still, it's a remarkably popular type of game. Thanks no doubt to the inexplicable popularity of the WWF wrestlers who now, like the Ninja Turtles, Skateboards and Flared Trousers have, to a certain extent, gone the way of fashion. Wrestling games do keep appearing though. Updates of earlier games mostly, and some of them are jolly good. My favourite has to be the pre-WWF classic Big

POW

Q: Which game features fighters who are prone to turn into pandas, kittens and small girls?

SUPER PLAY'S TOP

And now... here's our top twenty beat-em'-ups. If your favourite game is missing, that's because you are misguided and wrong. So, in a debatable order we have...

Street Fighter II Turbo

Capcom, 20Mbit, SP11, 96%,
No. 2 in Super Play All-Time Top 100

Numero uno. The thinking man's beat-'em-up. The beat-'em-up's beat-'em-up. The finest. No question. If you consider yourself a beat-'em-up fan then you must have this game. Four new characters (well, the bosses from *SFII*), improved graphics, greater speed, and oh, so much tougher

than plain old '*II*'. New moves for the old characters gave them a new lease of life and *SF* experts some new tricks to learn. It's not for beginners though, more for *SF* masters looking for a new challenge. The finest beat-'em-up there is, but only just. For lurking behind it in second place there's...

Super Street Fighter 2

Capcom, 32Mbit, SP23, 96%, No. 18 in Top 100

In theory this should be our top game. Four 'proper' brand new characters (instead of just controllable bosses) and some fab new special moves for the old hands. Ken's Flaming Dragon Punch – great. Of course there's the perfunctory graphics and sound overhaul, a new bit here, some beefing up there but this isn't the Turbo 'X' version of the game. NO TURBO! Other machines, such as the 3DO, were treated '*X*' whilst the SNES had to make do with plain old '*Super*' FOR NO GOOD REASON. At its release it was the best we'd ever seen but as time has passed the lure of *Turbo*'s speed has become irresistible. We prefer *Turbo* to *Super*. It's as simple as that.

Street Fighter II

Capcom, 16Mbit, SP1, 94%,
No. 22 in Top 100

Ridiculous I know but we still can't disregard old *SFII*, giving our top twenty an all-*SF* top three. Whilst clearly surpassed by *Turbo* in performance, our fondness for old

faithful '*II*' has endured the test of time.

Everyone remembers the first time they played SFII. It was, and still is, brilliant, and did wonders for SNES sales the world over. These days you can pick it up at some super bargainous knock-down prices too (though quite whether you'd require it if you've one of the games above is another matter). It's an ideal intro to beat-'em-ups. Play it – love it – then move onto *Turbo*, that's what we say.

Super Punch Out!!

Nintendo, 16Mbit, SP27, 90%,
No. 27 in Top 100

Ooh, bit controversial. A boxing game? Aren't they always a bit rubbish? No, not always. Well, not *Super Punch Out!!* that's for sure. You could have knocked me down with a feather the first time I played this. It is surprisingly great. Forgoing trying to make this 'exactly like boxing' and instead making 'a good game' instead was an inspired idea. Which works. Top graphics, top speech and huge HUGE characters to fight with. Lob in some special moves, lots of different fighters and involving gameplay and you've got yourself a winner. It's not to be taken seriously mind you, *SPO!!* is more than a bit, well, daft

really. But its fun. FUN I tell you, FUN! You remember fun don't you? Good.

Killer Instinct

Rare, 32Mbit, SP36, 85%, No. 45 in Top 100

This is a good game. I know at the time we weren't that overly excited by it but it's one that we have grown to love. There's no denying that it's less than arcade perfect (which was the main gripe with it) and the PAL version is a little slow (oh, maybe that was the main gripe instead) but it is a good, solid, varied, intelligent game. It's so clearly aping the highlights of both *SF* and *MK* and tying the whole caboodle up with Rare's snazzy ACM graphics but, hey, we don't

mind. We like it in fact. *KI* has been a bit overlooked if you ask me. There, I've said it.

Teenage Mutant Ninja Turtles: Tournament Fighters

Konami, 16Mbit, SP15, 90%, No. 50 in Top 100

Perhaps winning through on the nostalgia vote this one. That and the fact that it's brilliant, of course. Leonardo, Raphael, Cezanne, erm, Matisse and their buddies provide the characters for Konami's blatant

POW

A: The Ranma 1/2 series, of course. By being based on the Japanese anime series its extreme weirdness is inevitable.

FIGHTING GAMES?

P T W E N T Y B E A T - ' E M - U P S

rip-off of *SFII*. But what a rip-off it is. The special moves are 'turtleified' versions of *SFII*'s – instead of a Guile Flash Kick we have a Leonardo sword sweep, which does the exact same job. Get the idea? *SFII* with Turtles. Ah, but let's not forget the Rage

Gauge, which, once filled, permits the performance of some super-special attacks. It's all jolly good. Come back Turtles, we still love you.

Mortal Kombat 3

Acclaim, 32Mbit, SP37, 85%, No. 69 in Top 10

MK3 is the best *Mortal Kombat*. The reason it scored below *MKII* in percentage terms is purely because, whilst adding lots of 'new stuff' it went and lost some other 'stuff'. Like some presentation niceties and a solid

feeling to the fights. Many people regard *MKII* as *MK*'s finest hour, but I say they are wrong. There's no denying that if you're new to *MK* this is the most packed and most fun variant. It has lots of great characters and oodles of those famous *MK* 'Alities', including the Animality which was only rumoured to be in *MKII*. No, this is the best *MK*. Okay?

Mortal Kombat II

Acclaim, 24Mbit, SP24, 90%, No. 75 in Top 100

Although beaten by its follow-up, *MKII* is still a stoating game. And it's a ruddy damn sight better than the original *MK* that's for bloody certain. We've got lots of characters, improved, solidified impacts and attacks and, best of all, blood! Well, ketchup at any rate. Of course, there's nothing like the depth of *SFII* here, but then *MK* never really pretended to be a replacement, more an alternative. You should also be able to pick up *MKII* for some ridiculously paltry asking prices these days too. So if you want

blood, guts and laughs a-plenty, I suggest you do just that.

Samurai Spirits

Takara, 32Mbit, SP28, 84%, No. 84 in Top 100

Swords! Chains! Cutlasses! Swords! Weapons of every shape, size and sharpness are Sammy Spirit's selling points. It's a conversion of an excellent arcade and Neo Geo game that tries to be 'better than *SFII*' but doesn't manage it. Ho hum. The

weapons are good, the graphics are good and the weighting of the characters is nearly *SF* perfect but the axing of too many coin-op neat touches leaves the whole package a bit lacking in fun 'n' frolics. It remains one of the best fighters you can get that isn't *SF*. Or *MK*.

Clayfighter 2: Judgement Clay

Interplay, 8Mbit, SP28, 87%

Better than *Clayfighter* and better than truck loads of other beat-'em-ups too, despite its heavy-handed playing of the humour card. It'd be so easy to dismiss this

game as silly, sweep it under the rush matting and say 'be gone, you're not proper' but this would be a wrong thing to do. *CF2*, for all its stupidness, is a very well put together game. Yes, the characters are giant bananas and bandana-wearing rabbits, but what a vicious bunch they are. There's lots of special moves and it's funny. Yes funny. Play it – you'll laugh.

Batman Returns

Konami, 8Mbit, SP7, 87%

The first occurrence of the scrolling beat-'em-up in our twenty, for the simple reason

that this one is the best. Big sprites and spanky graphical flourishes coupled with lots of atmosphere and variety, including a driving section, manage to keep boredom (that bane of the scrolling beat-'em-up) at bay. Though essentially *Final Fight* in a Batman suit there's enough new stuff present here for it to rank it above *FF*. Even if you don't consider yourself a 'Batfan' look here for all your scrolling fighter needs.

WWF Wrestlemania

Acclaim, 24Mbit, SP38, 84%

Wrestling games. Whilst offering nothing like the complexity of the big three (*SFIIT*,

POW

Q: Where can you battle it out between the characters of two separate one-on-one fighters?

What do you mean you don't know anything about...

MK3 and *KI*) *WWF Wrestlemania* is an entertaining grapple-game. There are loads of wrestling games; spin-offs of the incomprehensibly popular American WWF, ahem, sport, this one being the most recent and most accomplished. Based on an arcade game featuring eight characters, this SNES flavoured version features six, which is a bit of a shame really. Good fun while it lasts but it won't take you too long to get to grips with all six fighters.

Dragon

Virgin, 16Mbit, SP21, 88%

A curiously good one-on-one fighter. Based on the Bruce Lee bio-pic of the same name it borrows elements from some very early arcade fighters rather than rushing headlong to copy *SFII* like the overwhelming majority of fighters so clumsily do. A unique style of play, greatly detached from *SFII*'s, and a curious simultaneous three players option make *Dragon* more than a little different, and well worth closer examination.

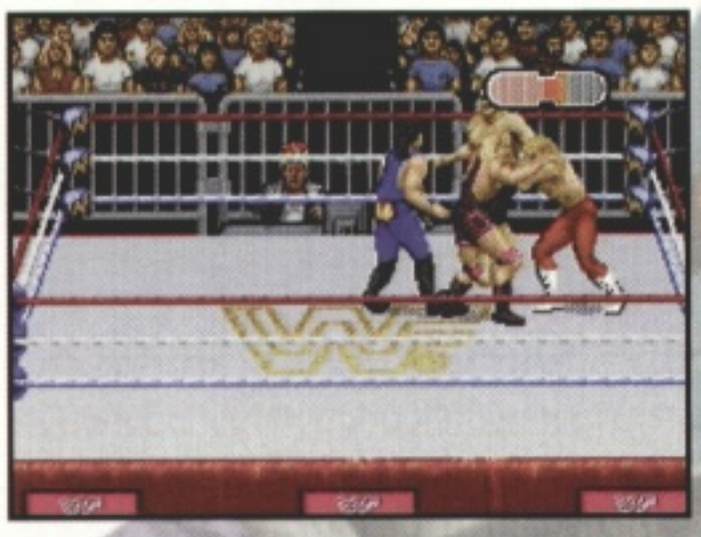
Fatal Fury 2

Takara, 20Mbit, SP19, 79%

Another very good conversion of a popular arcade and top-selling Neo Geo game. Very good, but not perfect. A little too much effort seems to have gone into replicating the finer points of the original on the undeniably inferior SNES, instead of concentrating on successfully transferring the gameplay intact. So, you'll find hundreds of neat graphic touches and a slightly clunky unintuitive game underneath. What a pity.

WWF Raw

Acclaim, 24Mbit, SP27, 84%



Another quality wrestling game. With it's six-wrestlers-in-the-ring-all-at-once-fighting-and-that mode your character is never too far away from having the stuffing wrestled out of him. An improvement over all the wrestling games that came before it, it's sufficiently different in looks and feel to *WWF Wrestlemania* for inclusion in the twenty alongside it rather than instead of it. Hey, buy them both!

Dragon Ball Z 3

Bandai, 8Mbit, SP27, 70%

Japanese weirdness overload in your area. *Dragon Ball Z 3* is basically no different to *Dragon Ball Z 2* which was a debatable improvement over *Dragon Ball Z*. All three games have a bizarre, distinctly Japanese flavour about them. Manga style graphics and general Japanese, um, bonkersness are the order of the day here. The different characters special moves are amazingly easy to pull off with screen-shatteringly impressive results. These are the biggest fireballs you will ever see. Anywhere. Ever. One for the beat-'em-up/Manga nutter, really. There's just not enough depth to sustain anything other than a quick, but thoroughly entertaining, few bouts.

Final Fight 2

Capcom, 10Mbit, SP10, 75%

Capcom's good-but-still-a-scrolling-beat-'em-up-and-therefore-a-bit-poo follow-up to (hey) *Final Fight* adding new characters and a much needed two-player option. But for all its add-ons, improvements and all round buffing-up it's still not much cop. There's some brilliant backdrops, nicely numerous foes to kick in and some cool special moves for the increased range of playable characters, and yet... its... still... a... bit... nob. *Batman Returns* is better. A case of the pupil becoming the master. Or something.

Ranma 1/2 Hard Battle

Rumic Soft, 20Mbit, SP21, 79%

A game based on a Japanese cartoon is bound to be laden with weirdness. And this most certainly is. The characters come in many different guises which you can switch between during fights with the L button. The graphics are top and the mad Japaneseness of it all will keep you entertained for ages. Well, a while any way. Yet again, this simply doesn't have the depth to become a genuine long-term proposition on the entertainment front.

Dead Dance

Jaleco, 16Mbit, SP8, 78%

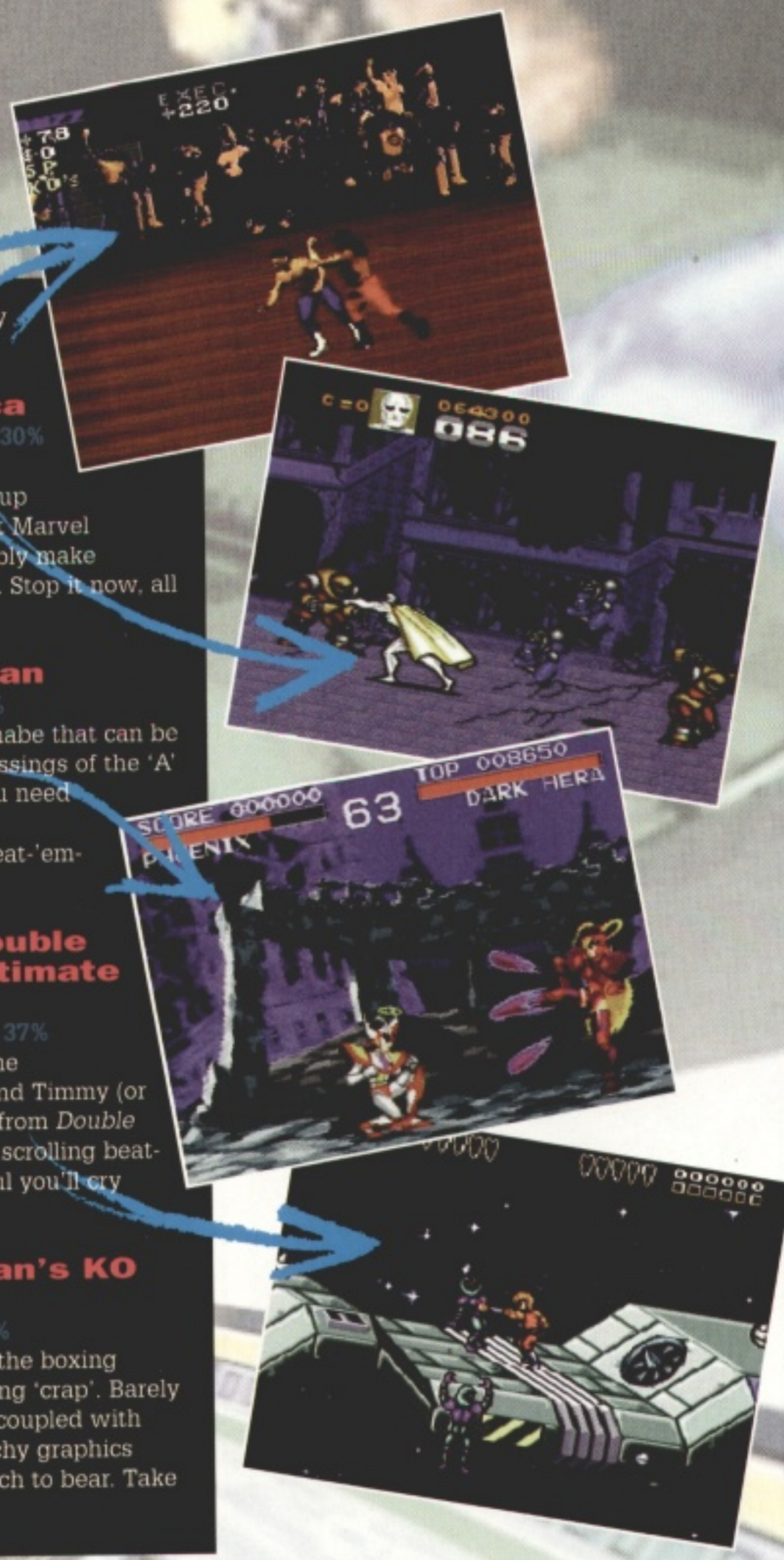
Of all the *SFII* clones our there (and believe me there's an absolute bloody mountain of them) this one gets the closest to capturing the great one's brilliance. Except, of course, it doesn't. The characters aren't as well

POW

A: KIng Of Fighters which brings together the combatants of both Fatal Fury and Art Of Fighting.

...FIGHTING GAMES?

animated, the backgrounds don't look as good, the sound isn't really up to scratch and though it's obviously trying REALLY hard, it's simply not as good. You can spend hours learning moves, honing your skills etc. but at the end of it all you'll still prefer *Street Fighter*.



And the worst...

The following games are terrible. Really terrible. Do not buy them. They don't warrant any space in this feature at all so I'll be very, very quick.

PitFighter

THQ, 4Mbit, SP4, 14%

Jesus. This is rubbish. Appalling blocky graphics and gameplay that doesn't seem to have anything to do with what you're doing with the joypad. The lowest scoring *Super Play* game ever. Fact.

Rise of the Robots

Acclaim, 32Mbit, SP29, 33%

Quite unbelievably bad. 32Mbits wasted on this drivel. Terrible animation, completely unresponsive controls and one, yes ONE, character to play as. I'd rather play with excrement than play this. A dismal, dismal effort.

Justice League Task Force

Acclaim, 16Mbit, SP34, 30%

Terrible opponent AI make this beat-'em-up either incredibly easy or monstrously difficult - completely at random. It's cack. *Justice League*? More like Endsleigh League.

The Death and Return of Superman

Sunsoft, 16Mbit, SP25, 29%

The worst scroller ever. Flawed in too many ways to list. Your on-screen Superman goes about his business seemingly without acknowledging your input via the joypad. Truly the death of Superman.

Captain America

Mindscape, 8Mbit, SP13, 30%

Craply animated, flickery sprited scrolling beat-em-up tosh. Just what is it about Marvel licences that they invariably make absolutely terrible games. Stop it now, all of you.

Super Bikuri Man

Interbec, 8Mbit, SP7, 18%

A pitifully easy *SFII* wannabe that can be defeated by repeated pressings of the 'A' button. What more do you need to know. Second only to *PitFighter* in the worst beat-'em-up ever stakes.

Battletoads Double Dragon: The Ultimate Team

Tradewest, 8Mbit, SP16, 37%

Completely laughable. The Battletoads and Jimmy and Timmy (or whatever they're called) from *Double Dragon* join forces in the scrolling beat-'em-up from hell. So awful you'll cry with laughter.

George Foreman's KO Boxing

Acclaim, 8Mbit, SP2, 18%

This further compounds the boxing game's reputation as being 'crap'. Barely any controls to speak of coupled with painfully inadequate, titchy graphics render this game too much to bear. Take it away.

IS THE BEST STILL TO COME?

There's still lots of beat-'em-up brilliance out there waiting to happen. Most exciting of which will be the new wave of fighters that'll accompany the arrival of the Nintendo 64. First of which will be the exclusive 'special edition' version of *Killer Instinct*, which has been touted from the offset as a Nintendo 64 game. *Killer Instinct 64* will be a hybrid of the best bits of *Killer Instinct 1* and *2* and I, for one, can't wait.

What else is there? Well, there's *War Gods* from Williams and Midway, also coming to the Nintendo 64 via the arcades. It's 3D fighter in the same vein as Sega's *Virtua Fighter*, but with *Mortal Kombat* style moves. Polygonal blood and gore anyone? And whilst we're waiting for Ninty to get its finger out as regards the 64 there's still some SNES treats to keep us occupied.

How about *Street Fighter Alpha*, hmm? As we revealed last issue Capcom's latest and greatest will be appearing on your SNES soon. The PlayStation version is arcade-perfect and given the mangaesque, cartoon quality of the graphics there's no reason to expect anything less from your SNES. There's is indeed life in the old dog yet.

And let's not forget a SNES *Killer Instinct 2*. At the time of writing this was yet to be confirmed but everything will be revealed at the imminent E3 show I'm sure. Here's hoping they solve the PAL / NTSC conversion problems so evident with the first game.

And what of *Street Fighter III*? Well it's in development right now, our spies tell us it's going to be a 3D game, like *War Gods*, above. Little is known besides this, except that it's going to be getting an arcade airing before we will (hopefully) see an arcade-perfect 64 bit treatment. If Nintendo have their wits about them they'll be getting Capcom to sign on the exclusive line in the not too distant future.

POW

OLYMPIC SUMMER GAMES

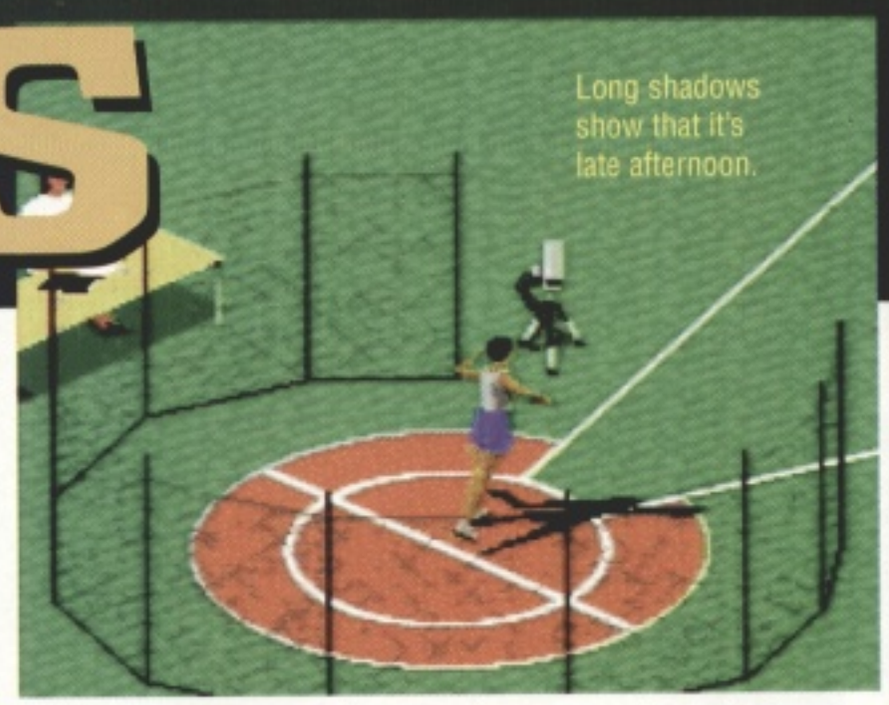
HAPPY EVENTING

Ten events are sitting there in the cart, just smugly waiting there to give you blisters. You can practise each, go through all 10 in order as per a normal Olympic competition or customise the game, leaving out events you're not keen on participating in. Which are the events you obviously need more practice in and should be using during the Practice mode. Tsch.

Long distance runners never get the recognition they deserve, do they? Unless they advertise Shredded Wheat. The glory's with the short burst boys – you'll learn why. Never has pressing two buttons been so draining.

The sister event of the 100m. Hammer the A and B buttons and press up on the D-pad to send your wee fella over the hurdles. Keep up the A and B momentum or you'll simply charge donkey-like into them.

Press the D-pad right for a fetching lunge



OLYMPIC SUMMER GAMES
T•HQ

GRAPHICS	SOUND	GAMEPLAY
30%	20%	41%
GAMELIFE	OVERALL SCORE:	40%
65%		

VERDICT: Not the best use of an olympic tie-in, which seems wholly satisfied with shoving reams of Atlanta '96 emblazoned title screens down your throat rather than sorting out its faults. The whole thing feels a little flat and is essentially only worth considering if you throw parties regularly. It's won't have a long life if you're Billy No Mates, you see.

We might all be muddy up to our ears in Euro '96 fever at the moment, but the Atlanta Summer Games are about to leg it around the corner. Queue a mad rush to cash in, and breaking away from the pack, T•HQ with *Olympic Summer Games*.

We've seen this type of game stretch its legs before – *Track and Field*, *Daley Thompson's Decathlon* – and I guess we're all familiar with how it works (see the events box if you're not) – lots of button bashing to give you speed, coupled with the D-pad for those leaping movements. There are ten events for you to remove the skin from your thumb in *Olympic Summer Games*, including skeet and archery. And all the presentation between events is very quick, allowing you to get on to the process of playing.

But it has some serious faults. For a start, the track events are all presented using an isometric third-person perspective. And our reservation that we pointed out in issue 44, that this doesn't allow you to see who's actually in the lead, is unfortunately, proven. Plus, when you cross the line the clock keeps running, leaving you to wait for the results screen to find out who won. Not a *major* problem, but annoying nonetheless.

The field events are slightly more irritating, especially the discus and javelin (the latter being incredibly fiddly – see the events box to learn why). There's no measured way of seeing exactly what angle you're throwing the projectiles at – an on-screen degree indicator would have made this a lot more accessible. The same goes for the long jump and triple jump – how high is your little fella actually jumping. There's also no on-screen indicator of how your power's building up.

Why? Something like this would have helped immeasurably. It seems that they've taken a step back with *Olympic Summer Games*. This is a SNES for Gawd's sake, not some tawdry little home computer from the early eighties!

Yes, the animation's pretty good and the animation's fluid, but the colours are drab and the gaming environment devoid of detail. Just wait till you complete the tournament, expecting some

Simply bang the A and B buttons repeatedly to build up the power, press the D-pad down to set the pole, followed by up (naturally) and right, to shoot you over the bar. Not too tricky, this event.

Guess what? You'll need a liberal application of A and B to get your athlete a-runnin', followed by up on the D-pad when you reach the line. The length of time you hold up determines your jump's angle.

Identical process as the long jump used, but you have to press up two more times (as the athlete's foot comes down). The length of the third press determines your angle. A bit too unforgiving, I reckon.

Don your Reebok's and smear your thighs with a minty crust of Deep Heat – we're about to enter the season of pad knackering...

UK Release

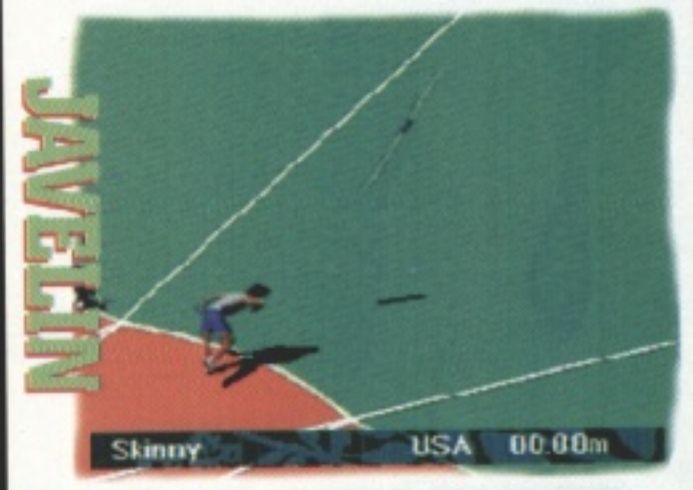
Game: Olympic Summer Games
Publisher: T•HQ
Developer: Black Pearl Software
Price: £44.99
Release: Out now
Players: 1 or 8
Cart ROM: 16 Mbits

To see this ceremony you're going to have to learn to press your buttons. Try wrapping your thumb in your jumper and polishing them.

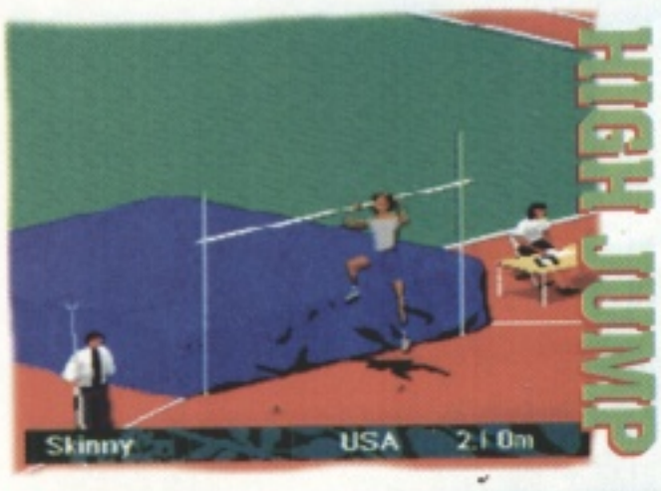
firework-filled congratulatory screen...

There's always a major flaw with sports sims such as *Olympic Summer Games*, though. They always raise a laugh when you've got the Top Decks in, got a few mates around and you're all getting very leary and competitive thanks to the simple button-bashing gameplay. But on your own, things are a lot different. You'll have zipped through all the difficulty levels in no time, and the whole game ends up being merely a practice run for when your mates turn up. The practice option, although welcome at the beginning as it allows you to have endless goes at each event, will have you perfecting each in no time. And again, this renders a one-player game pretty unentertaining. There's no doubt it raised the competitive element in the *Super Play* office a notch or two, but not enough to raise its score.

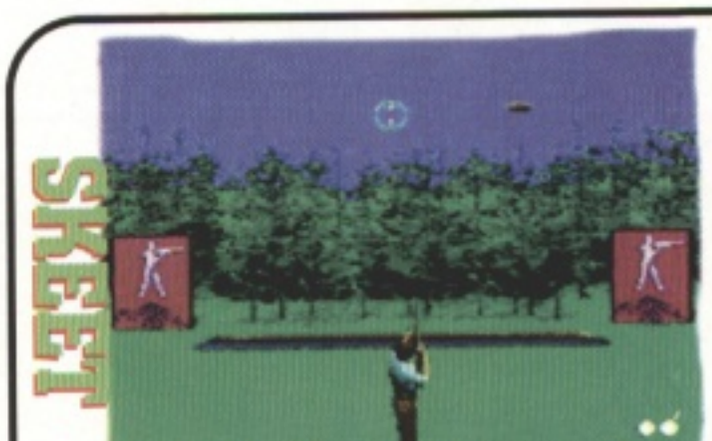
● **Marcus Hawkins**



Far too fiddly for its own good, the javelin involves you holding the D-pad left, pressing A and B to make your chap run, pressing right once you enter the triangle, followed by left again to avoid disqualification.



In true olympic tradition, it's all becoming a bit predictable by now. Press A and B to begin your approach, then get heavy with up on the D-pad as your man turns his back just before the bar.



Clay pigeon shooting, in other words. Hit B to bring about a hearty "Pull" from your man and use the D-pad to follow the pigeon. A pulls the trigger. Oh so simple.

One of the more entertaining events. Use the D-pad to aim the bow, press B to draw the arrow back and A to let fly. The bows constantly moving due to 'strain' though, and there's always a good wind.

Similar to javelin, this is all timing based: mash at the A and B buttons to set your athlete whirring, then press left to set your angle and right to release the discus. But where's that angle metre? Hmmm...

Japanese Release

Game: Puyo Puyo Remix 2
Publisher: Compile
Developer: Compile
Price: Check with importer
Players: One to four players
On loan from: High Res Games Zone Tel: 0171 792 1323

Beans and a scarred bull. Right.

Clear beans a-go-go for you and joy for the mad marshmallow man.

The four-player game will drive you mad. In a nice way.

PUYO PUYO REMIX 2

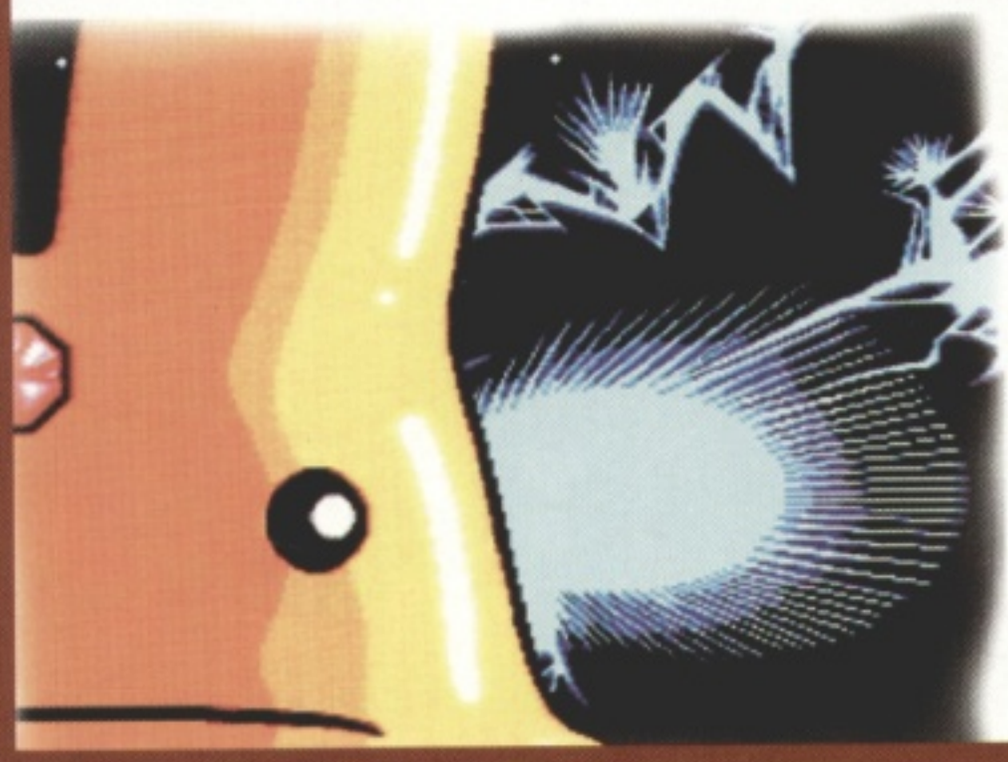
Compile

GRAPHICS	SOUND	GAMEPLAY
80%	83%	94%
GAMELIFE	OVERALL SCORE:	93%
95%		

VERDICT: It's surely only a matter of time before importers dealing in such highly addictive goods feel the wrath of decent people everywhere. In the meantime this is the most potent fix of *Puyo* you can get. Take advantage while you can...

Enough's enough, it's time to make a stand. What at first seemed like harmless fun is on the verge of destroying a whole generation. *Puyo Puyo*, as cute as it pretends to be, is threatening the very roots of society. A generation on the verge of idiocy, already dangerously fond of these so-called 'games' is under threat once more, from a new super strength 'designer' game. *Puyo Puyo 2 Remix* looks as cute and harmless as its forerunners but contains even larger quantities of dangerously pure and addictive gameplay.

Like its predecessors *PP2R* uses simple but devastatingly attractive gameplay qualities. Hypnotic patterns of beans tumble from the sky, and the unsuspecting gamer is asked simply to group them by colour, in groups of four or more, to make them disappear. Harmless enough, you might think, but add in the frustration of occasional neutral clear beans, which block progress at the most inopportune moments, and balance them against the visceral thrill of what has become known as a 'combination' and you have an exceptionally heady mix. Combinations occur when a disappearing grouping



Hello, you must be the mad, shiny bunny squeeker we've heard so much about.

A WORD OF WARNING

Delve too deeply into *Puyo Puyo Remix 2*'s manifold options without the help of a Japanese translator and you'll soon find yourself lost in a twisted, unnavigable maze of cutesy Jap nutters and seemingly identical options. You may never find your way back. On the other hand those with experience in this sort of exploration will find untold riches of options and features. Good luck.

(Left) This scary owl type creature does you no favours, even in 'Lesson' mode.

causes the remaining beans to tumble into new configurations, triggering more disappearances and, again, a new configuration. Not only does this clear the addict's field but it heaps misery upon their opponent. A disturbing vein of sadism presents itself.

The classic *Puyo* stages of addiction are followed once more...

1. The initial attraction. A simple puzzle game, accompanied by deceptively endearing Japanese yelps and whistles, attracts all of those with a propensity for gaming addiction.

2. After a few games, the attitude of the gamer changes from one of jovial appreciation to fierce possessiveness. In effect, the *Puyo* junky goes from the dabbling phase to the "Just one more go. No look, I was here first, I don't care if it's your turn stage".

3. The most pernicious stage. Recruitment. By switching to the fiendish 'multi-player' mode hopeless *Puyo* junkies attempt, and generally succeed, to draw others into their sordid SNES world. Soon another young soul is lost to the evil Japanese gaming empire.

PPR2 is the most dastardly fix yet for two simple reasons. A *Puyo* addict can now entrap up to three innocent friends in their twisted coloured-bean world. Not only that, but he has to, for the fix he can get from playing with three others is arguably the most intense gaming 'trip' ever known to mankind.

Shiny eyes and hair all round.

On top of this, the game can now disguise itself to avoid unwanted attention from officers of the law.

Once this title enters the country, each addict will be able to further tailor the gameplay to their own sick needs, changing numbers needed for groupings, ranges of colours and even the shapes of the beans themselves.

Ban this sick game. Our children's minds are at stake.

● **Will Groves**

We can only presume that this is a close-up of one of the beans you'll be tossing around.

BUFFER ZONE

The only tweak of the basic gameplay, apart from the fact that it seems ever so slightly quicker, is the new buffer zone. When you're due some clear beans, they lurk around your field waiting to fall into your carefully prepared combinations. Now, however, you can nip such problems in the bud. Any groupings and combinations create, um, bean-energy, as before, but now it first of all counters any or all of your clear beans before dumping itself on your hapless opponents.

Some beans teleport across the screen, yesterday.

Cute girl vs scary cute ram Baromett.

Sweaty palms, feverish headaches and high pitched screams. And that's before we even got the box open...

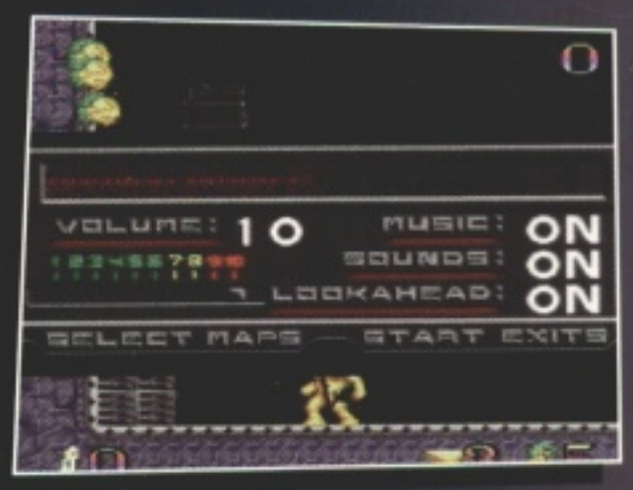
PUYO PUYO REMIX 2

Yes, that tiny dot thing is another character, even madder than the rest.

FROM LITTLE ACORNS...

If you've ever had an Amiga, you'll probably be aware of the thriving demo scene, which involves groups of amateur coders putting together programs that bring together music, graphics and text, just to show off their skills. Often, accomplished coders go on to work in the games industry. I reckon *Mohawk*'s developers' origins lie in demo-coding land; have a look at these tell-tale signs for evidence...

You'll have seen this swirly backdrop effect in loads of Amiga demos, I'll wager.



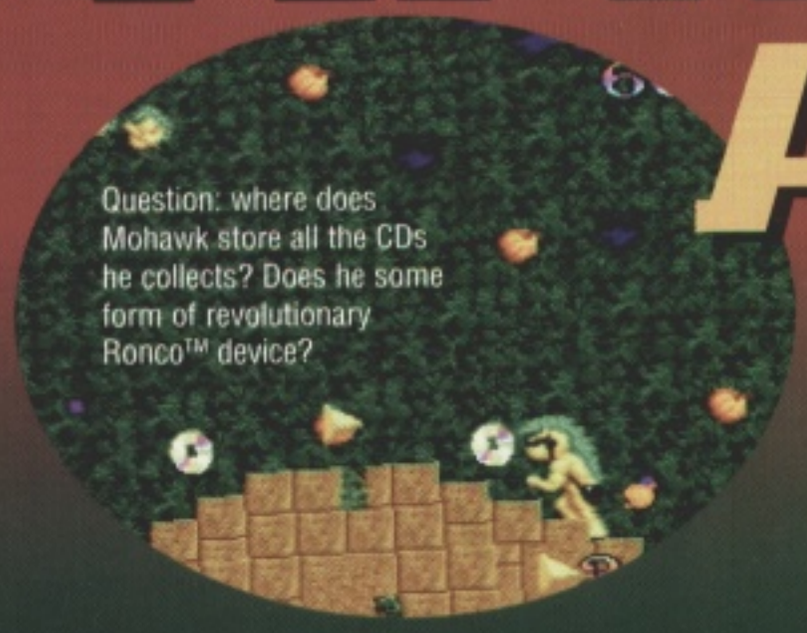
And check out this control menu. The font, the way it's laid out – it whiffs of late-'80s demos.

Mohawk: a triumph of half-a-dozen people's design talent.

UK Release

Game: Mohawk and Headphone Jack
Publisher: T•HQ
Developer: Black Pearl
Price: £44.99
Release: Out now
Players: One Player
Cart ROM: 8 Mbits

MOHAWK AND



In which *Super Play* decides that some games should come with health warnings.

Do you remember when Mode 7 used to make you dribble in a frenzy of techno-lust? When the merest hint of its use made you go all weak at the knees and kneel in reverence to the great gods at Nintendo for giving birth to such a revolutionary concept? Black Pearl do, to the point where they've created *Mohawk*, an entire game dedicated to showcasing the blessed thing.

Each level starts out traditionally enough, setting you on a flat stretch of ground and for a standard run-from-left-to-right platformy type experience. But, in a shake of a lamb's wossname, the screen begins spilling all over the shop as the game attempts to keep your character in an upright position while moving the background around you. The effect is somewhat akin to being on a roundabout, and we shouldn't rule out the possibility of a bit of cookie tossage if you play it after having just either (a) wolfed down several piles of rich food, or (b) imbibed a dozen or so pints of Lagernsplock Extra Strength.

The game's bizarre interpretation of gravity further complicates things. Each surface has its own gravitational pull, see, and the proximity of certain surfaces means that occasionally you can make a jump and instead of landing on the surface that

The gravitational pull of the little planet on this bonus stage ensures lots of Mode 7 spinnage.

You'll be struggling to keep down your brekkie by this point. In fact, hold on... Bluarrrgh. That's better.

BLEEOOAARGHH!

One of my fave SNES-related stories is the one about ex-*Super Play* editor James Leach, who, upon first seeing Nintendo's premier Mode 7 bonanza, *F-Zero*, in action (at top programmer Jeff Minter's house in Wales, no less), had to rush outside to vacate his gut of its contents via his mouth. I'm sure he'd find himself in a similar position if he ever played *Mohawk*. Let's hope he doesn't see it, for his sake, eh?

HEADPHONE JACK

Collect the little unicycle-like icon to get some wheels. There are even wings later on, too.

CD collecting is the name of the game.

(Right) Green hair, speed and a personal stereo does not a legendary game character make.

(Below) Things wouldn't be so bad if the backdrops weren't so damned snooze-inducing.

More *PC Kid*-isms: this level takes place inside somebody's innards.

Squeeze through the pipes, *PC Kid*-style.

you've just left you'll be flipped right over and be attracted to another. Very confusing.

Such disorientation – coupled with the extraordinarily huge scale of the levels – means that an in-game map is a necessity. And, fortunately, *Mohawk* has one of the most impressive I've ever seen: a stab of 'start' the 'select' calls up a miniature replica of your current surroundings which can be rotated and scrolled around in its entirety.

Sadly, however, that's about it as far as impressive bits go.

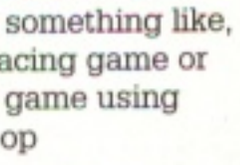
One of *Mohawk*'s most annoying flaws is that you're capable of building up a fair lick of speed, yet often, when you're on a roll, you'll run smack-bang into a bad guy who, because of your velocity, you've little chance of anticipating. An examination of Sega's Sonic series was really all that was needed to see how this could have been avoided.

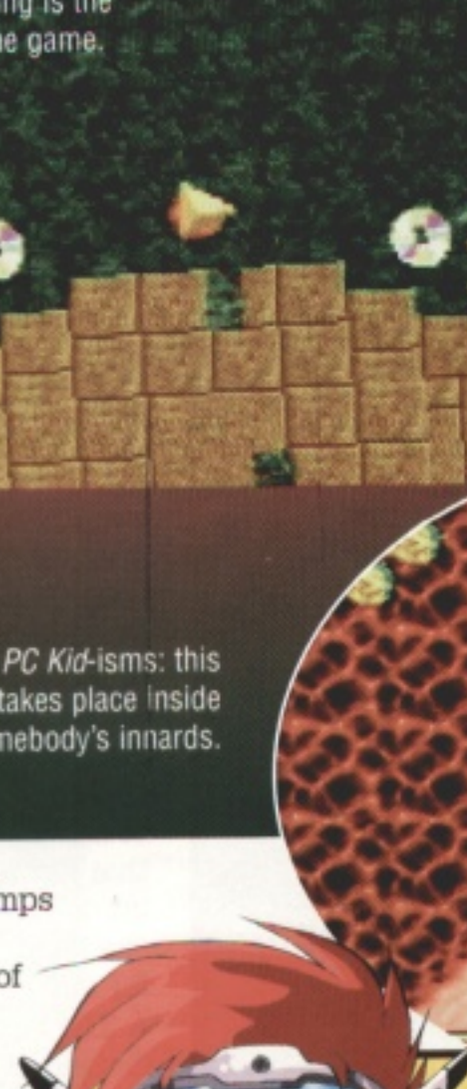
And for a game whose integral theme is music (*Mohawk* wears a personal stereo; your objective is to collect CDs throughout the levels), the tuneage it pumps out adds up to be about as enticing as that most classic of albums, Val Doonican Rocks... But Gently. Apart from some halfway impressive attempts at geetar sounds on the title music piece, Mohawk's music is feeble.

Mohawk himself, meanwhile, is the very worst kind of videogame character: lifeless and entirely personality-free. This wouldn't perhaps be an important criticism were it not for the fact six – yes, six – individuals are credited with his design. I really must be in the wrong business...

What *Mohawk* ultimately represents is merely a clever programming technique desperately in search of a game, and its slick-dick-trickery is likely to confuse and annoy as much as it will impress. Had such coding been used to do something like, say, a super-shrunken racing game or even perhaps a combat game using elements from the coin-op Assault and the 3DO classic Return Fire, then maybe it might've worked...

● **Tony Mott**





MOHAWK AND HEADPHONE JACK

T•HQ

GRAPHICS	SOUND	GAMEPLAY
68%	52%	57%
GAMELIFE	**OVERALL SCORE:**	**57%**
55%		

VERDICT: If as much attention had been paid to its core gameplay as so very obviously has on its technical content, *Mohawk* could have been a tidy little game. There's some nifty stuff going on here, but it's wasted on such a insipid gameplay.

SNES TECH & GAMING ANSWERS

GAMEFREAK

By Tony Mott

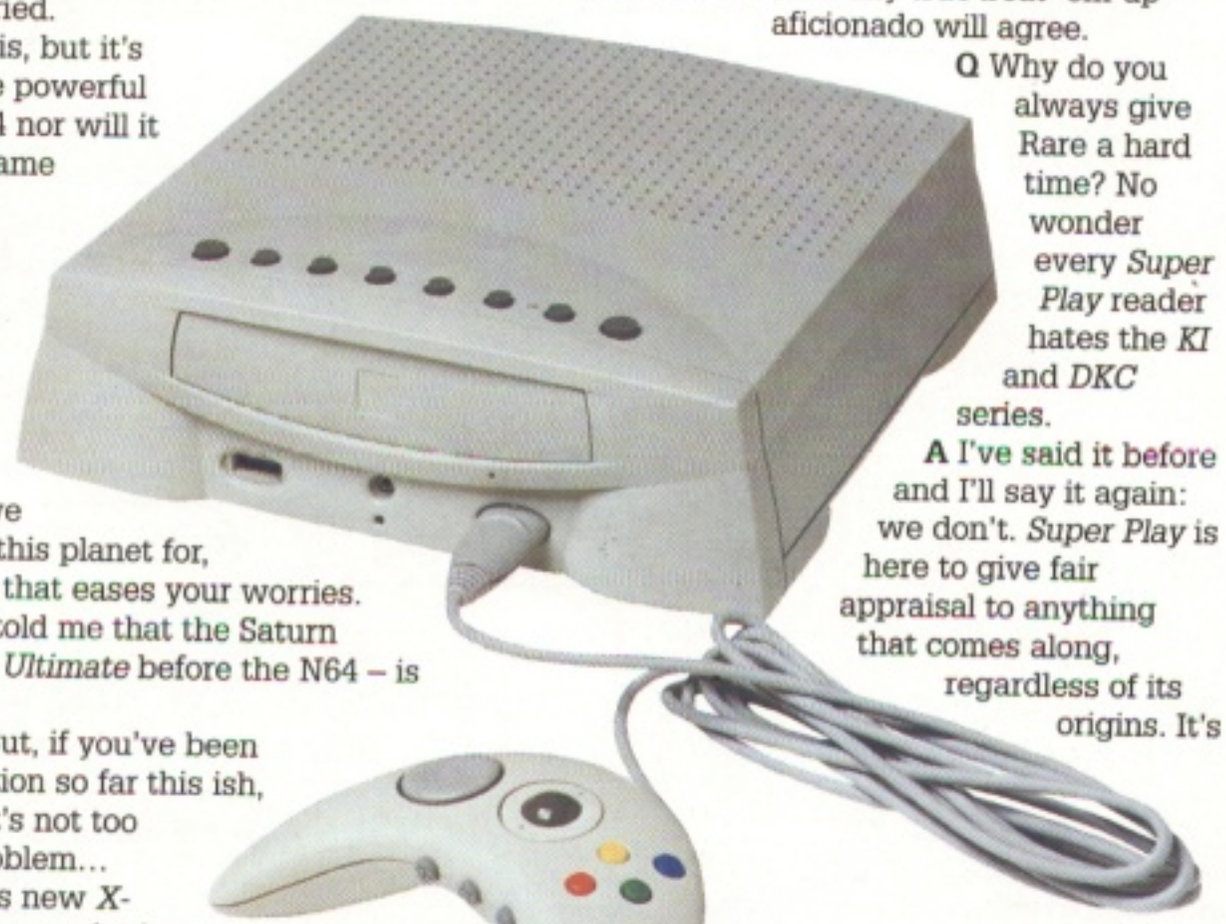
He's the geezer with the answers to all your gaming conundrums, the host with the most, the only and only, truly original, Gamefreak.

Q I'm a great Nintendo fan – I love their games, especially the *Zelda* series. Is there an address I could send some game ideas to?
A I get a lot of letters like this. To be honest, it's going to be fruitless sending ideas directly to Nintendo. Try targetting independent publishers instead – although, even then, you're probably going to have a frustrating time of it getting anyone to take notice of what you have to offer. Videogame development is more competitive now than it's ever been, so don't hold your breath.

From Sami Ronkowharu, Kotka, Finland:
Q Where is the Super Quiz? It was the only Nintendo competition that has a little bit of challenge for me?
A The Super Quiz is in my brain. It seems that no-one wants to write it any more.
Q Could *Killer Instinct 2* compete with *Street Fighter Alpha*?
A If Ken and Ryu took on Jago and Fulgore in a scrap, Capcom's boys would be washing the blood off their fists for a fortnight after, that's for sure. And any true beat-'em-up aficionado will agree.
Q Why do you always give Rare a hard time? No wonder every *Super Play* reader hates the *KI* and *DKC* series.
A I've said it before and I'll say it again: we don't. *Super Play* is here to give fair appraisal to anything that comes along, regardless of its origins. It's certainly true that we tell it like it is, though, and if that means saying that *DKC* isn't the best game in the world ever when everyone else is making such claims, then so be it.
Q I have a big brother who always comes to my room when I play with my SNES, starts farting, and keeps saying "Nintendo is full of clever businessmen who cheat money from little brats" and "all SNES games are too easy and sot way too much" and "Commodore 64 had got way better games than SNES".
A Er, where's the question here? Just tell him to lay off the green vegetables and start appreciating classic videogames when he sees them.

From Thomas Holz– *(Snip! – GF)*
Christ. Some people just never learn, do they? Saps.

From Darryl Williams, Reading:
Q I read in my friend's *Total!* magazine that there is a CD-based console called Pippin coming out and it's made by Apple. Its power is said to overshadow that of the N64. Is there such a console, because I'm getting worried.
A Yes there is, but it's neither more powerful than the N64 nor will it attract the same amount of support. Besides, it's not strictly a games console, and videogames were what we were put on this planet for, right? I hope that eases your worries.
Q My friend told me that the Saturn will get *MK3 Ultimate* before the N64 – is this true?
A It is true. But, if you've been paying attention so far this ish, you'll know it's not too much of a problem...
Q Is Capcom's new *X-Men* fighting game in the N64 line-up?
A No, sadly not.



One new console that you won't need to worry about shelling out for – Apple's Pippin.

From Christopher Easton, Perth, Scotland:
Q Who thought up that Profiles section?
A Matt Bielby, I guess.
Q In Blabbermouth, which one's Kris and which one's Tel?
A Kris is the rather pudgy one with the attentive expression, Tel's the one with the cheesy grin.
Q I'd like to be a computer programmer when I'm older, so do any games companies have offices in or near Scotland?
A The biggest videogame developer in or around Scotland are *Lemmings* creators DMA Design. Considering their close relationship with the Big N, they'd definitely be a good company to be getting into bed with.
Q How long would it take to make a game the size of *Doom*?
A An interesting question. If, as a developer, you were producing such a game with a licence involved, you could probably get it out of the door within six months (or less). If your approach is the more admirable one taken by id software (the creators of *Doom*), though, the game would be finished only when it's finished. And that's probably the difference between a videogame and a great videogame.
Q Why do all games magazines have the same screenshots as each other?
A There are a number of different ways that games mags get shots of games. When you see the same ones appearing across numerous publications, it's often because the

DAYDREAMING

So you want a career in games design, huh? Well, what better place to start than by airing your ideas here. Paul Kelly from Cork in Ireland is the first to have done just that this month:

'My daydream would take the old scrolling beat-'em-up theme and update it for the N64. You would view the game from behind your character in a 3D environment. There would be a number of different routes through the levels, each one offering up a different challenge. You could choose your route through the level and find shortcuts and weapons. This would make a refreshing change from the boring repetitive rubbish that Capcom keep producing i.e. the *Final Fight* series.'

Paul Kelly wants more of this, but in 3D.

What, sort of a *Super Punch Out!!* type view... Hmm, not sure how easy that'd be to get into, but I quite like it. A similar-sounding effort comes from Dwaine Prince of Stechford, Birmingham:

'I would love to see a Wonder Street Fighter III™. It would be on the N64, and might need the 64DD for the really intense bits. In the game, fights would take place in totally interactive locations – you might start fighting in a back alley; a tasty special move might send your opponent flying onto the pavement, where passers-by would stop and watch the action – straying kicks and punches might hit people in the crowd. Next, if you wanted, you could throw the other player into the street, maybe getting them hit by a passing car. You could swing the opponent around and fling him into a shop window, where the fight could continue inside, with shelves flying.

'There would be a power guage which would fill up with each successful hit, enabling you to pick up cars to throw at the enemy, pull up small trees to crack around the other player's head, etc.'

This, if you can cast your mind back, is similar to what *Killer Instinct* was supposed to deliver (but didn't), and I love the idea. I'll be digging out some form of prizeage to send your way.

Finally, *Super Play* regular Alan McDonald, out of Cumbernauld in Scotland, draws inspiration from an 8-bit Speccy game for his daydream:

'My big daydream would be a rendered version of the isometric classic *Head Over Heels*. Not a 3D version, mind, but an update of the original game with *DKC*-beating graphics and multiple camera angles to get the most out of the isometric viewpoint. There would be more planets to conquer, each with its own distinctive Tim Follin tune, and there'd be other characters besides Head and Heels. These could combine in different combinations to make the most of their separate and combined talents, and using this method the player could return to previously completed planets and uncover secrets with, say, a flying character.'

I agree, *Head Over Heels* is *begging* to be dragged up to date. And Tim Follin tunes, too... Heaven.

game's publishers have released only a select few shots to the press.

Q Why can't I find What Cart on the *Super Play* website?

A Because it hasn't been plopped on there yet. Worry not, though, there are currently Big Things happening in this department, and you should see a few major improvements on *Super Play*'s website over the coming months, including the appearance of the most definitive guide to SNES carts ever.

GAMEFREAK'S MOST WANTED

Okay, you've read all about the N64's titles in this month's N64 spesh, right? And now you want to know which are going to be ones to really look out for. These five are the hottest in the Big Book of Gamefreakness:

1 *Super Mario 64* • Nintendo

Already being talked about in terms of 'the best videogame in the history of all things ever' by some of my more easily excitable colleagues, this is one game where you'll have just as much messing around with Mario and his environments as you will playing it properly.

2 *PilotWings 64* • Paradigm/Nintendo

More tricky than the first game, and with the most breathtaking visuals ever seen on a home system, *PW64*'s number two spot is assured. If ever there was a game to mark videogaming's true coming of age, this could be it. (The bonus games look great, too.)

3 *Blast Corps* • Rare

The game formerly known as *Blastdozer* is the best-looking game that Ninty don't have a direct hand in, that's for sure. With transforming robots and scenery to make a grown man cry, this looks set to cement Rare's reputation as one of the best developers in the world.

4 *Doom 64* • Williams

It's only 80% complete at present, and it lacks the graphical refinement of the above games, but this full-on gun-fest shouldn't disappoint when it finally debuts. Reaction at E3 was rather muted, but I'm still hoping for big things.

5 *Creator* • Software Creations

Not shown at E3, disappointingly, Creator could be a phenomenon to rival *Sim City*. As revealed in these pages previously, it's not a game per se, more a life simulator. The creatures that appear in it are reputed to be among the most realistic 3D models ever seen.

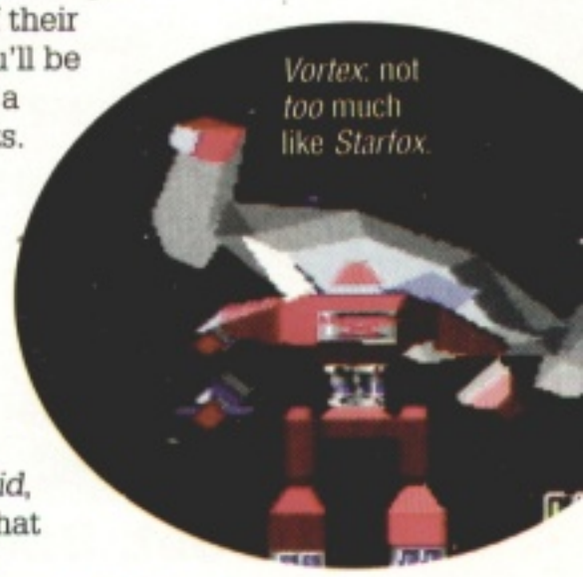
From God (apparently):

Q Is *KI2* any good?

A Yeah. (Why do we bother giving you reviews? Do you not read them?)

Q Will you come back to *Metroid* after completion?

A Yeah, but not for a couple of months. Unless, that is, you're the sort of gamer who has to get 100% out of their software, in which case you'll be straight back in there – it's a game of many, many secrets.


Vortex not *too* much like *Starfox*.

From Oscar Levcovish, Denmark:

Q Is *Vortex* too similar to *Starfox*?

A No, it's quite different. Also, sadly, it's quite inferior.

Q I'm stuck in *Super Metroid*, and issue 23 is sold out: what would you do in my place?

A I'd do what I did when *I* was stuck: keep plugging away. After all, Player's Guides, as every Gamefreak knows, are the work of Satan himself.

NEED ADVICE?

Then come here for it*:

Gamefreak, *Super Play*, 30 Monmouth Street, Bath BA1 2BW. (Or e-mail: tmott@futurenet.co.uk)

* Unless, of course, you're a racist imbelice by the name of Thomas Holzer, in which case don't bother, 'cause your letter will just be handed round the office, laughed at, then binned.

MODE 7

CALLING ALL CHEATS, CRACKERS, AND GAME-FREAKS!

By ZY NICHOLSON

Yesterday I used the internet to access Nintendo Power's 'Code Bank', the official database of Nintendo cheats, hoping to cadge a few gems. To my surprise, they didn't have half the stuff that *Super Play* has printed since issue 1. Proof positive that discerning cheatmeisters send their tips only to Mode 7, Super Play, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. As you will, surely?

INTERNATIONAL SUPERSTAR SOCCER DELUXE

(Konami)

***SP38*: 94%**

● **A team of strikers**

Yet another *ISSD* team-twiddling cheat from the reliable John Theobald of Lymington. Go to the options for Edit Player Skills, move the cursor over any player except the goalie, hold SELECT and press X to alter the position to which the players are supposedly assigned. You'll see the bar colour behind the player's name change. With this trick you can make it look like your whole team is made up of mid-fielders, or just defenders and strikers. It won't make every player behave like a centre-forward: the real value of this cheat, is that it makes substitutions a whole lot easier. Cheers, matey.

Go to the edit screen to assign the new positions to the players.

The cutest Chun Li you ever saw!

Revealed: *BOF*s hidden character.

Search the houses in Bleak, the City of Thieves, until you find a man who claims to be a magician. When he inquires if you want to see him perform, say "Yes". He'll demand 100GP in payment, and you should agree to the fee. He will then ask you to turn around: at this point you should say "No", and "No" again when he repeats the question. The third time he asks, say "Yes". The screen should fade to a new scene with possibly the cutest Hundred Foot Kick of all time. Ya ta!

Of course, if anybody writes in next month to ask how they can get Chun Li to join their party then please understand that we WILL be forced to use violence.

BREATH OF FIRE

(Square/Capcom)

***SP24*:80%**

● **Secret character**

Seeing those powerful thighs on last month's cover reminded me that we'd never answered the Gamefreak question regarding this little 'Easter Egg'. Capcom's RPGs are always brimful with hard-to-find secrets, but this programmer's in-joke is worth more than any Dragon Sword +10 malarkey.

First you have to go through this bloke doing his Paul Daniels bit.

SEAQUEST DSV

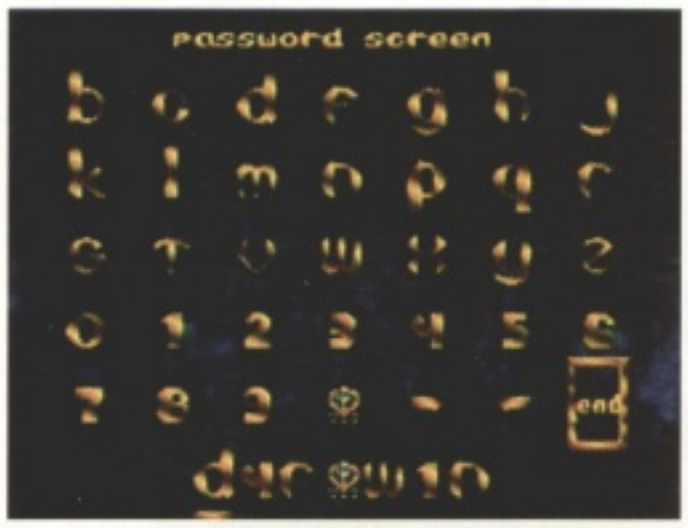
(T•HQ)
*SP*30: 74%

- **Practice passwords**
- **Infinite gubbins**

I regret that I didn't get very far researching the difficulty level of certain missions in THQ's *SeaQuest DSV*, but I did unearth the following passwords that allow you to practise each sector's missions as often as you like. They give you infinite lives and 99 of everything, but won't allow you to advance if you complete a stage. I've used a hash # sign to indicate the *DSV* logo, so you should replace it as appropriate when entering the following codes.

Sector 0 missions
PLVT0NM
R3SCV3#
Sector 1 missions
SP33D3R
F1XTNKR
R34CT0R
S3CVRTY
Sector 2 missions
D4R#WIN
T0X1C4V
PR1S0NR
DRVGL4B
B4TLSHP
SH13LD#

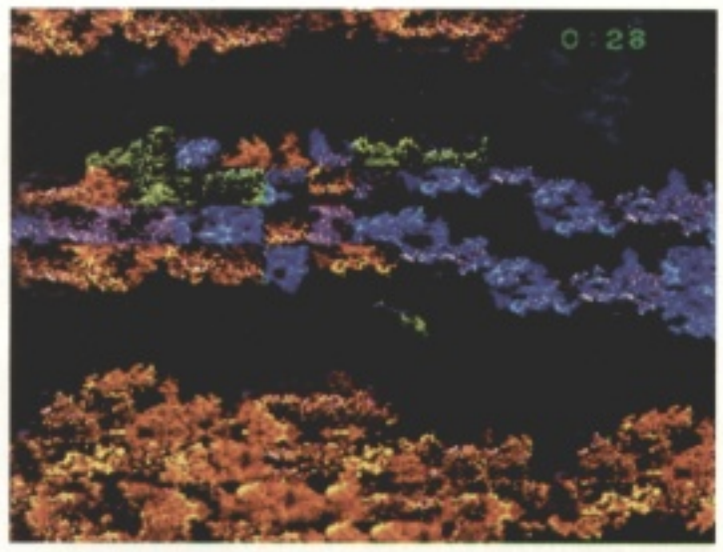
As you can see, they're similar to actual words but written in an alphanumeric hybrid that smacks of the internet's 'K3WL T3XT'. Ghastly, isn't it?



Passwords give you the chance to practise...

If practice isn't enough, why not cheat?

Debug Menu
If practising the levels still doesn't get you any further, then you might want to try a pad combination cheat that functions in both the practice mode and the actual game. On the Main Bridge viewscreen you can press L, R, B, A, left, right, X, Y, up, down to call up a programmer's debug menu, which lets you tinker constantly with your resources. With this option you can use the D-pad and the B button to highlight and alter the number of bay vehicles, the weapons available for the SeaQuest and the amount of cash at your disposal.



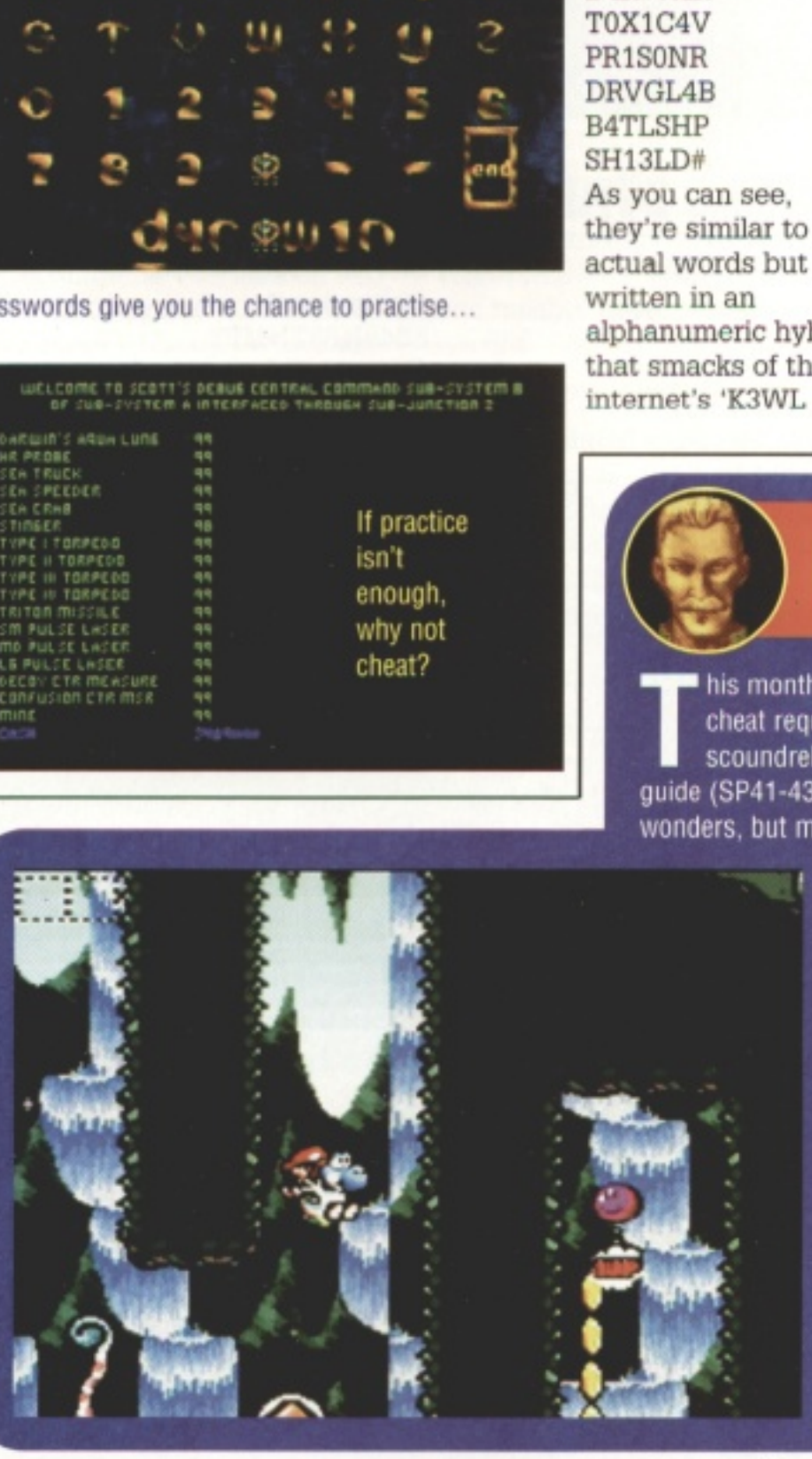
You'll be able to swim through these levels...

Alter your stats and make it easier on yourself.

COMPTON'S MOST WANTED

This month sees a departure from my usual cheat requests. Those *Super Play* scoundrels claimed their *Yoshi's Island* guide (SP41-43) covered all the major hidden wonders, but my determined probing has found it only 99.9% perfect. As evidence I would like to cite level 2-3: it's a personal favourite, as Nintendo's Chief Secret Bit Design Team must have worked overtime packing them in.

Take a look at this screenshot and you'll see a tunnel of collectables buried in the rock. Suggests a hidden entrance and a bounce arrow still to be found, doesn't it? My question is predictably simple – how do you get in there? The first Yoshi expert to provide the info for other readers will look incredibly clever, and deserves an increasingly rare *Super Play* badge to boot. Answers to Mode 7, *Super Play*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.



JURASSIC PARK 2

(Sony Imagesoft)
*SP*27:*83*%

- **Unlimited continues**

"Please can you offer any help on *Jurassic Park 2*?" asks James Draper of Adlington. "I can get up to the last level but either get lost, or run out of lives."

We might be able to help, but what follows is not the friendliest pad cheat in the world. Go to the Mission Select screen and press – Sure you're ready for this? –

L, L, L, R, R, R, L, L, R, R, L, R, L, L, R, R, L, L, L, R, R, R.

Wouldn't like to get stuck in a lift with the programmer who came up with that little beauty, eh? Pull it off without an error and you fully deserve the infinite continues that will, according to Sony, be yours. There is an easier way to remember it, as it's...

3L& 3R
2L & 2R
1L & 1R
2L & 2R
3L & 3R.

Um, I'm not helping any, am I? Bet the damn thing doesn't work, now.

DKC2: DIDDY'S KONG QUEST

(Nintendo/Rare)
SP40: 82%

- **75 Krem Coins**

Aha! We knew there had to be more secrets awaiting discovery, and this one is rather special. At the start of the game, walk left into K. Rool's Cabin and exit WITHOUT collecting the 1-Up Balloon. Head right, jump over the two bananas and pick up the first banana bunch you see next. Double back, jump over the two bananas and enter the cabin again. Collect the Balloon, exit, leap over those bananas and collect the bunch of 10 for a second time. You should have 20 of them at this point.

Now go left and – hey, hey! – jump over the two bananas. When you enter the cabin for the final time, you should see a big shiny Krem Coin which is actually worth a staggering 75. Now you can stroll into Klubba's Kiosk and casually tip him without fear of a battering.

No, the real battering comes when you get a glimpse of the difficulty level that pervades all the stages of the eighth hidden world. You certainly get your money's worth, that's for sure. All hail the cheat-gathering mightiness that is Simon Brown of Co Antrim, for he has enlightened us with this not-so-obvious trick.

DON'T ASK ALLAN

INVALUABLE MONTHLY GAMING ADVICE

A warm sunny day, a blue sky, a light breeze – and a pair of living room curtains, still drawn suspiciously at three in the afternoon. Are you SURE you envy this job?

Dear Zy,
In *Zelda III* I have done everything (I think) except collect all 20 heart containers. I only have 19, but I believe I know where the missing one is. However, I don't have access to it. After rescuing Zelda for the first time and taking her into the sewer and the rooms preceding Sanctuary I have noticed a room where there are two weak parts in the wall. Having no bombs and no Pegasus Boots to dash I am unable to break the walls. Can you shed some light?

Seek out the cemetery.

The rat-infested passage...

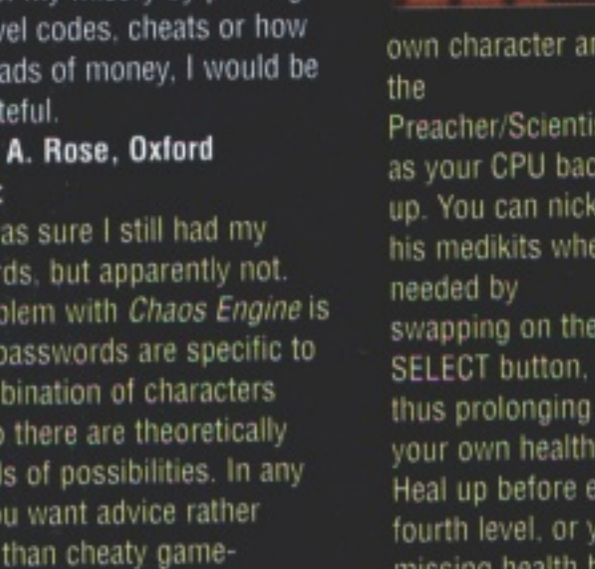
Wai-Wing Wan, Leicester
Zy Says:
Good news and bad news. The good is that I can help you get inside that secret area. The bad is that there are 24 heart pieces to collect before you have all 20 containers, and you're not going to max out by doing so. Anyway, try this.

Head to the Cemetery just east of Sanctuary and you'll see a gravestone at the top left of the plot. Once you have the power glove from the Desert Palace (containing pendant no.2), you can lift the two rocks in front of it. Push the headstone upwards and a hole will appear. You'll instantly fall into the rat-infested passage between Hyrule Castle and Sanctuary, right next to the destructable walls you describe. You might be a little disappointed by what you find beyond those walls, but rather than tell you I'll let you go back and explore. Leave again via Sanctuary's sliding altar.

Many readers have suggested the game for retro tippage and I'm currently compiling a little guide to the locations of everything ever in *Zelda III*, which should prove just as useful as our walkthrough in SP2-3.

Dear Zy,
Help! I need help, I can't get any further than World One on *Chaos Engine* on SNES. If you could put me out of my misery by printing some level codes, cheats or how to get loads of money, I would be very grateful.
Graham A. Rose, Oxford
Zy Says:
Gah. I was sure I still had my passwords, but apparently not. The problem with *Chaos Engine* is that its passwords are specific to the combination of characters used, so there are theoretically hundreds of possibilities. In any case, you want advice rather than cheaty game-spoiling codes.

When first learning the layout of the worlds, I recommend you take the Navvie (big health bar, powerful weapon) as your own character and the Preacher/Scientist as your CPU back-up. You can nick his medikits when needed by swapping on the SELECT button, thus prolonging your own health. Heal up before exiting every second and fourth level, or you'll need to pay for the missing health before you can increase your character's attributes.



Which leads to the walls you seek.

Never pick up a key until you've explored everywhere as far as you can go. You may cut off a route to valuable supplies by doing so. When you change the environment with a key or node, always double back to check if anything has changed. If any wall or pillar looks odd, try shooting it for secrets.

Money is vital. Take one monster at a time, making sure that you collect the coin it drops immediately upon dying. When you come across a monster generator, milk it: let each creature appear, slay it, grab the cash and retreat ready for the next one.

Once you have a password, try restarting the game with it. You'll find that your characters' abilities are back at their starting level, but you're given the equivalent amount of cash to build them up. If you've both collected plenty of special powers, you can turn them into better attributes and weapon power-ups.

Oh, and don't believe anything is too tough until you've met the blue hands. Jeez.

LOST SOULS
Dear Zy,
You missed a secret move in your *Weaponlord* guide *(SP41 – Zy)*. I'm surprised you hadn't found Divada's Soul Displacer. It's probably her nastiest, messiest move. Hold forethrust or forestrike, tap down, then do down into down-forward to roll through your opponent. Also, can you tell me how to do the webbing end in Zarak's death combo?
Ian Lawless ("IDoL"), Gloucester
Zy says,
Um, thanks. Unfortunately, I'll have to rely on some cannier reader to help you with Zarak. Ideas for Ian, anyone?

J.W.Fennel: WILD BILL
He's the top gunner and he uses the winch like a lasso. He learned the rules so he could break them.
PRESS START TO EXIT

Sorry – that's what we get for using pre-production motherboards, see. Then again, might we ask why didn't you use the guide to play through and find your own passwords? Lightweights, the lot of you.

To atone for our sins, we thought we'd share the following supercodes with you. Each one starts you on a new campaign with 255 lives and a full choice of co-pilot, including previous MIAs. Surely, for surely, you can't get stuck using these?

JUNGLE STRIKE

(EA)

SP33:83%

LEVEL PASSWORD
Campaign 1
8B45HP8TNMPT
Campaign 2
8B458P84NMPT
Campaign 3
8B45RP80NMPT
Campaign 4
8B45WP86NMPT

● **Better passwords**
A few readers have helpfully pointed out that our *Jungle Strike* guide in SP34 and SP35 had some dodgy passwords.

Watch out, coppers, that missile is meant for you.

Campaign 5
8B45CP8XNMPT
Campaign 6
8B454P82NMPT

If you really want an easy life, we recommend you take on board the legendary J.W. 'Wild Bill' Fennel – the one who looks like John Wayne – as your gunner and winchman. His unerring aim can pick out a bazooka-wielding enemy guerilla in the middle of a crowd of civilians. Although you'll probably end up abusing your power by trying to destroy the White House, the IRS Building and most of Washington DC. As we did.

Those campers deserve all they get, we say.

SUPER BOMBERMAN 3

(HudsonSoft)
***SP37*: 89%**

● **Hidden levels, at last**
It seems Deakin Scott was right about those hidden levels after all, as *Super Bomberman 3*'s hidden multi-player screens can be accessed without the need for an autofire pad. According to Chris Sung of Liverpool, all you need to do is repeatedly tap X at startup until you hear a jingle, but wait until the jingle has finished before you stop. Go into the battle mode and the two new fighting arenas appear.
Stage 11 – 'Superstar'
Stage 12 – 'Happy Happy'
The latter has special blocks that can only be moved by a bomb blast – and an arrow on top indicates the direction of movement. Watch for the balloons who mock your untimely demise...

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Repeatedly tap on X at this point for some special Bomberman surprises.

YOSHI'S ISLAND

(Nintendo)
***SP36*: 94%**

● **Glitches**
"*Yoshi's Island* isn't as perfect as you think", claims William Wong of Enfield, and proves his point by citing two glitches. If you have trouble reaching any of the following areas then check out our player's guide in issues SP41-43.

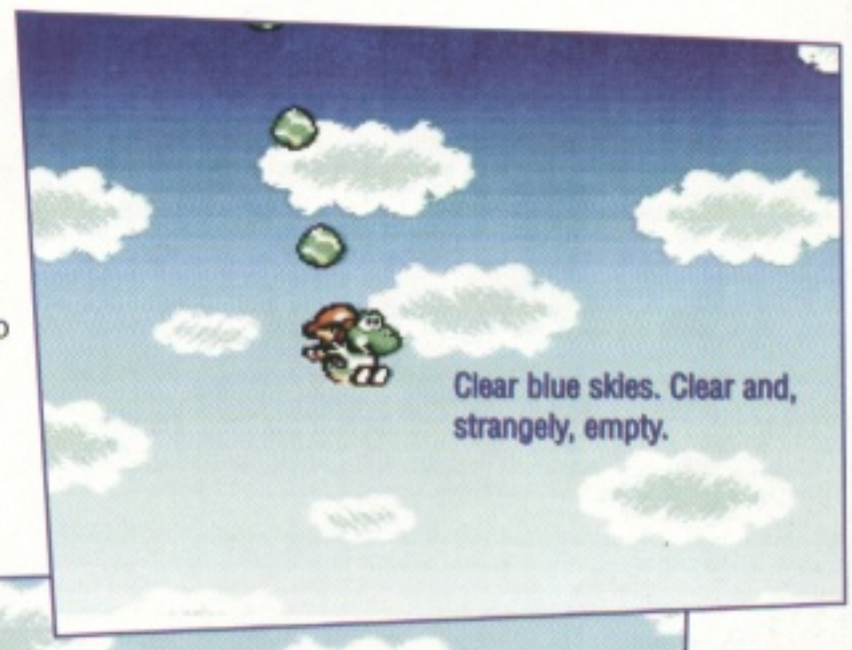
First, look for any level with a long expanse of spikes that can be crossed by releasing a red bridge from a winged cloud – for example, just after the green pipe on 5-4.

Shoot the cloud with an egg, then quickly jump above the spikes and accelerate your descent by pulling down. If you land on the spikes just as the bridge begins to extend Yoshi will keep spinning throughout until, eventually, he expires with a frantically nodding Mario looking over him.

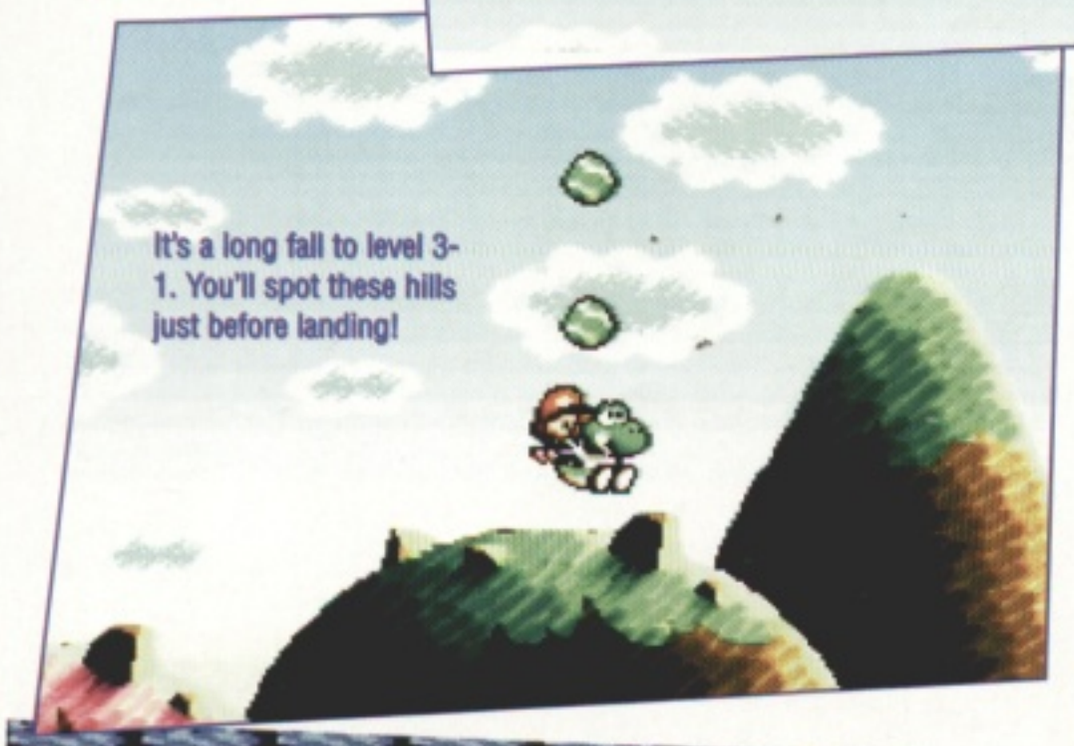
William also claims that freezing a monkey with all the shots of a blue watermelon, then peppering it with green melon seeds, causes it to shed layers of ice without shattering until defrost time. Um... A somewhat petty observation.

Our guide noted a couple of 'empty' spots clearly not supposed to be reachable, and another intriguing little oddity has been discovered by James Clark of Oxford. Level 3-1 contains a hidden Bounce Arrow to a secret area (found just after the first middle ring). Instead of launching yourself straight upwards using the Arrow, stand just to the right of it, jump on, and spring up and to the left. Then flap up and right off the screen to reach the secret area entrance as usual.

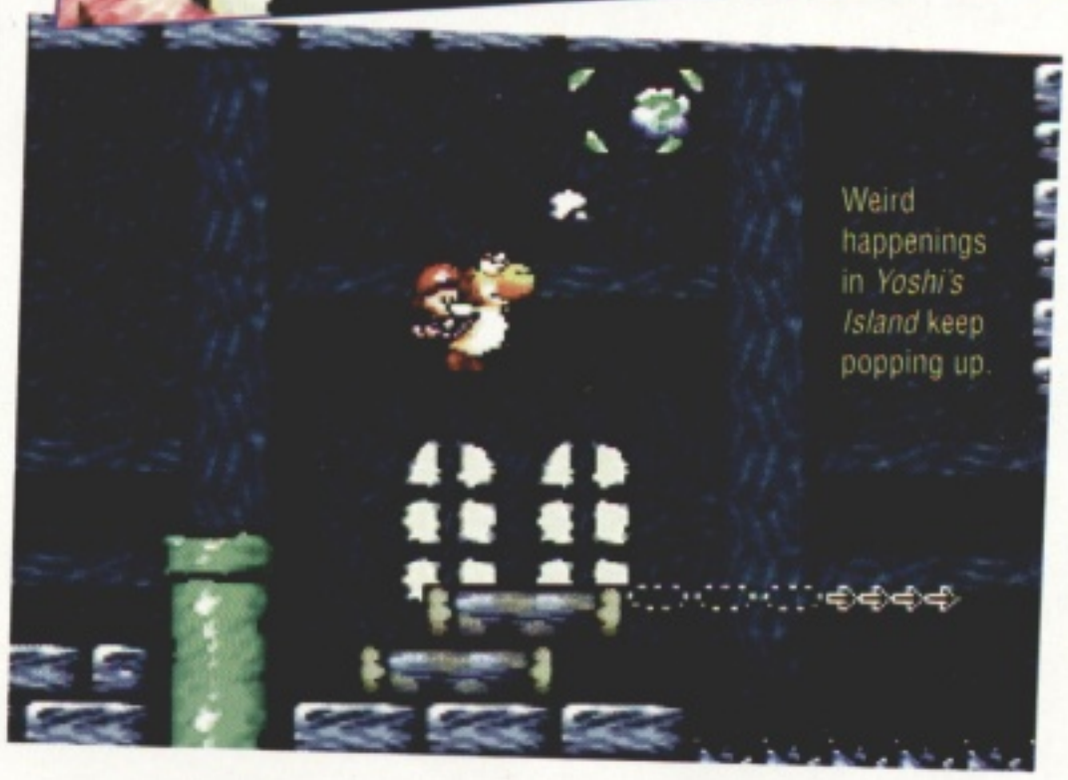
If you do all this correctly, you'll find yourself descending through the clouds in a mysteriously empty area. A few hills appear in the distance before you fall back into 3-1. What's interesting, however, is that James reports you will sometimes finding yourself 'warped' to the middle of level 1-1 with this bug. Anybody found a similar – perhaps more beneficial – 'warp' bug?



Clear blue skies. Clear and, strangely, empty.



It's a long fall to level 3-1. You'll spot these hills just before landing!



Weird happenings in *Yoshi's Island* keep popping up.

Donkey Kong Country 2:

Diddy Kong's Quest Part 2

After leaving you high and dry last month, we're back to guide you through the final three worlds and the hidden 'Lost World' too. Not bad eh?

BIG APOLOGIES...
As many of you noticed, last month we printed the wrong pics. The only way to fix matters seemed to be to reprint part two. So, here we go again...Sorry if it's left any of you in the lurch.

Gloomy Gulch

Ghostly Grove

Near the start, break one of the Kloak's chests for a red extra life balloon (01). Now, when you reach

the platform with the 'O' on it, jump off the left-hand side and helicopter spin back under the platform to find a DK Coin. Now, a little further on, find the two Krunchas on the steps leading down (02). Throw a barrel at the wall after them

(it's marked with a single banana) to reveal a bonus game door. There's an 'N' to be found in a chest (03). After that, climb the disappearing

ropes, quickly jumping from one to the other, to find a bonus barrel. Finally, you'll find an invisible 'G' surrounded by a circle of 8 bananas near the end of the level.

Haunted Hall

It's another roller-coaster level this 'un. Jump onto the higher rail after your first encounter with a Kackle (04), then quickly

jump on top of the wooden tunnel to enter a bonus game. At the end of the game you'll roll backwards along this tunnel then drop in front of it and roll into it for a second bonus game (05). Past halfway, after the

third Kackle and 'N' letter, take the lower route at the second break in the tracks for a third and final bonus game. Jump early to hit the gap. The DK Coin here is hidden in the tunnel directly left of the end point. Just walk left to find it

Gusty Glade

Left of your start point you'll find Rattly the snake. Jump left and team-throw up to get

to a ledge to reach him (06). Watch for a 'K' hidden in a chest near the start too (07).

Next, find the steep hill after the three barrel kannons. Helicopter jump right off the ledge above the third Kannon to find a DK coin. A bonus barrel can be found just before the 'No Rattly' sign, you can't miss it (08). Jump into it for a bonus game. Another bonus game can be found by lobbing the Kannonball you'll find hidden in one of the two chests (the other has an 'N' in it) into the Kannon a bit later on (09).

Parrot Chute Panic

Walk right from the start and helicopter jump down the first shaft after the start platform. Go left and you'll find a DK Coin on a ledge (10). After using two Squawks you'll pick up a 'K' letter (11). Now get the third Squawk and fly left at the 'O', over three hornets in a line and into a large room (12). Now fly up and left to a hole in the wall leading to a bonus game. After the continue barrel, use two more Squawks and go past a Spiny.

Now use Dixie's helicopter jump to go left over two Zingers and climb a honey wall to find a bonus game entrance (13). There's a

bit of a warp in this level too. Use the crate you find to break open the nearby wall and go through the entrance to skip some, but not all, of the action.

Web Woods

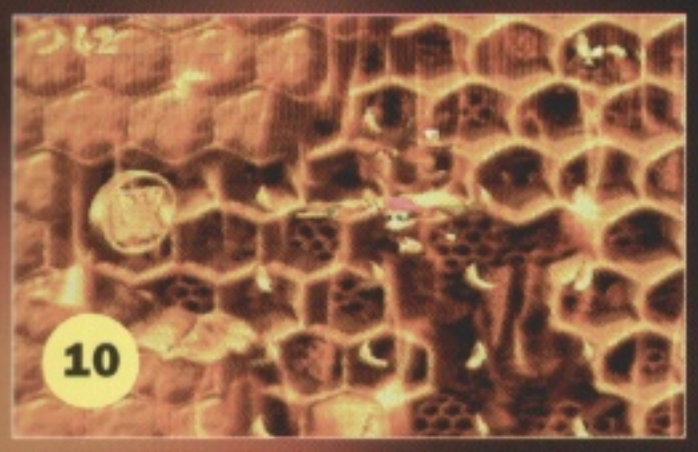
You'll find a 'K' a little way into the level, hidden on a series of platforms above you. Team-jump up to reach them (14). Team-jump onto the platform above the entrance to Squitter's lair (15) to be fired onto a hill.

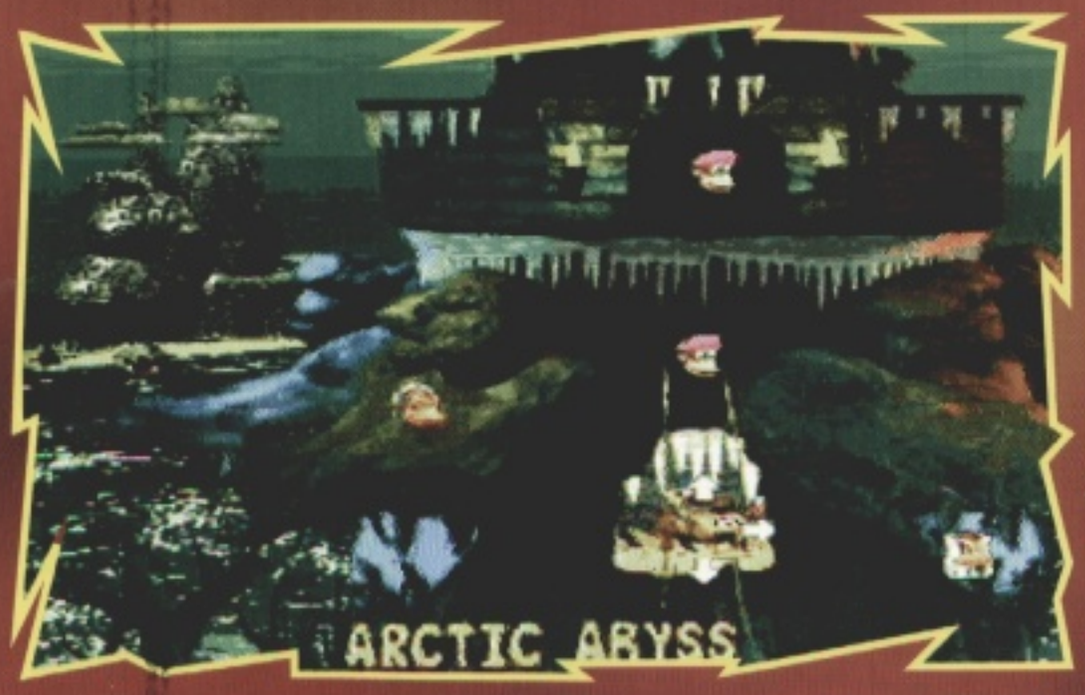
There you'll find a crate containing a green extra life balloon. After the 'N', use Squitter's web platforms to cross a gap with Neckys above it (16). Keep going past a

backwards-pointing arrow of bananas and you'll reach a Klump who fires a slow Kannonball. Now follow the cannonball back to the left, where it will hit a wall and open a door to a bonus game. A little later on in the level, after another backwards-pointing arrow, a Klump will fire a fast Kannonball which will break another wall revealing another a bonus game. A DK Coin is up for grabs at the end target. You'll have to time your jump to perfection to get it though. Good luck.

Kreepy Krow

Bit of a toughie, this one. First you'll be attacked by phantom Neckys who'll swoop down at you (17). Jump them until you see a real, more solid-looking Necky.





Jump on it to turn it into a barrel which you can fling at the boss Krow. Some hooks will now appear. Use them to climb onto the rigging. Dodge left and right as you climb to avoid the falling eggs (18). There's more

phantom Neckys awaiting you at the top. As before, jump them and jump on the real Necky to get a barrel which you can throw at Krow (19). Climb the hooks and dodge the

much faster moving eggs again. A final bout of frantic Necky dodging and barrel flinging and Krow will be no more (20).

K Rool's Keep

Arctic Abyss

Get the 'K' near the start by helicopter jumping across the water (21). Now, after the first water level, drop a DK barrel, head right, then up, then use Enguarde's special attack on a wall marked with two bananas

to open a door to a bonus game. After the continue barrel, head down and left. Go up past three Shuris. At the top, use Enguarde's special attack to the right to cross an opening before the water level drops and find a DK Coin (22). Get the 'N'

and look left after the first long vertical climb to see a 'G' hidden in the right-hand wall. Find four circling Shuris, go left past three Puftups and down (23). Swim through

the right wall past the "No Swordfish" sign for another bonus game (24).

Windy Well

In between the first two platforms there's a 'K' to get (25). A barrel kannon below it will

blast you back up. After the 'O', jump up onto a platform and jump left into the gap with a single banana in it (26). Now go left, under the Zinger to find a bonus barrel. A DK Coin awaits you after the 'N' letter, beneath the next platform. Helicopter-

jump right under the three Zingers to reach it (27). At the 'No Squawks' sign, head for

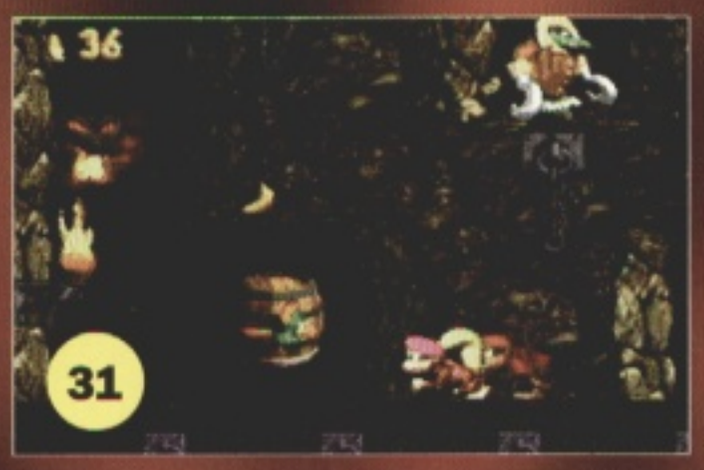
and fall off the platform just lower than the end target's platform. Keep going right and you'll find a bonus barrel beneath the end target (28). And finally, a 'G' is one of the items available at the end target.

Castle Crush

Early on in the level, use the DK Barrel to kill the Kutlass and walk to the right to find Rambi (29). Now, when you see a banana

arrow pointing to the left, use his special attack to break the wall there to find a bonus game (30). Just past the continue barrel, walk through the left wall adjacent to

the floating DK barrel to find Squawks (31).



Now fly ahead of the ascending floor and get the 'N'. Just before the 'No Squawks' sign, head right and down, to collect the DK coin before the floor catches up with you. At the 'No Squawks' sign, he'll turn into a TNT barrel, so use the barrel to break open the left-hand wall, marked by a banana arrow, and expose a bonus game (32).

Clapper's Cavern

Team-throw up to find a hook directly above the entry point (33). Now go up, then right,

to find a door to a bonus level. After this, use the team-throw again at the 'K' to reveal another hook (34). Now head up and then right, as before, to find a DK Coin. When you reach Enguarde, take him right, then up,

then left down a passage which ends with a banana coin. Now use Enguarde's special attack to break the right-hand wall of the small room that you are in to find a bonus game (35). To help you on your travels, a

rather useful '!' barrel is hidden by the single banana just past the 'N'. Jump up to reach it (36).

Chain Link Chamber

A 'K' is at the bottom of the first long vertical chain, you know (37). And an '!' is

hidden in the left-hand wall of the vertical climb after the 'O'. Now watch for the first three Krooks on the level. Kill the top one to find a Kannonball. Jump down and across the shaft to the right with it and kill the middle Krook to expose the Kannon. Pop the Kannonball in the Kannon for a bonus game. Past the continue barrel there are two Klumps which shoot Kannonballs down a

pair of chains which you must climb (38). Part of the way up there is a single banana on the right-hand wall. Jump through the wall at that point and head to the right to find an 'N' and a DK Coin (39). After climbing these two chains, cross to the right and up a bit. You can jump through the left

wall there. Kill the two Klumps and go through a door to a bonus game (40). A 'G' is hidden past the end target and up, so don't hit it yet.

Toxic Tower

You'll have to be quick to find the secrets here. After the 'A' of bananas, use Rattly's special jump to reach the platforms above (41). When you see a single Zinger between

two of the platforms, drop down to kill him and fall to the right where a DK coin can be found (42). Once you've got Squitter, use

web platforms up and right, then, where you see a single hornet in the wall, web him, then walk through the wall to find a bonus game. Be quick with Squawks to stay ahead of the toxic ooze. Dodging the Zingers rather than shooting them is much faster.

Stronghold Showdown

Nothing happens here apart from you get awarded a KremKoin (43). Money for old rope, mate.

The Flying Kroc

Screech's Sprint

After the first long vertical rope, surrounded by Neckys, jump left then use a team-throw to reach an overhead platform carrying a Kannonball (44). Take it right, to the Kannon, to get a bonus game. Now, after the continue barrel, a race will start (45). You've got to finish

first to survive. After flying past two lines of Zingers, look for an arrow of bananas pointing downwards (46).

Instead of following it, as you should, head up and right instead to find a DK Coin. The chances are you'll be far too busy trying to win the exceedingly tricky race to bother though!

K. Pool

Now this is very, VERY tricky. You've got to learn the patterns of K. Rool's attacks if you want to stand a chance of survival. First, pick up the Kannonball, and fling it into his gun while it is 'sucking' (47). Next he'll fire spiked balls at you. Jump them and him a couple of times until another spike-free ball appears. As before, throw it into his gun while it is sucking. You must keep jumping the spiked balls watching for spike-free ones which you can throw (48). These are

occasionally hidden in barrels which you must jump on and break to get to the ball inside (49). Dixie's helicopter jump is useful

for jumping over lines of spiked balls incidentally.

After a few 'hits' he'll start throwing freezing ice-clouds at you and purple control-reversing clouds too (50). Jump these

and dodge him when he rushes at you between attacks. Keep it up until you get a final Kannonball to fling at him which will finish him off, thank God.

Now, this will appear to be the end of the game; Donkey Kong is rescued and K. Rool disappears, but it isn't. Oh no. To finish off K. Rool properly, you must complete the six 'Lost World' levels too. Five are accessed by paying the Klubbas in worlds two to six

15 Kremkoins each to cross their bridge. Each Klubba allows access to one of the levels (51). When you've paid all five Klubbas and completed all five 'Lost World' levels a sixth and final 'Krocodile Kore' end level will appear. Beat K. Rool there to complete the game.

Lost World

Jungle Jinx

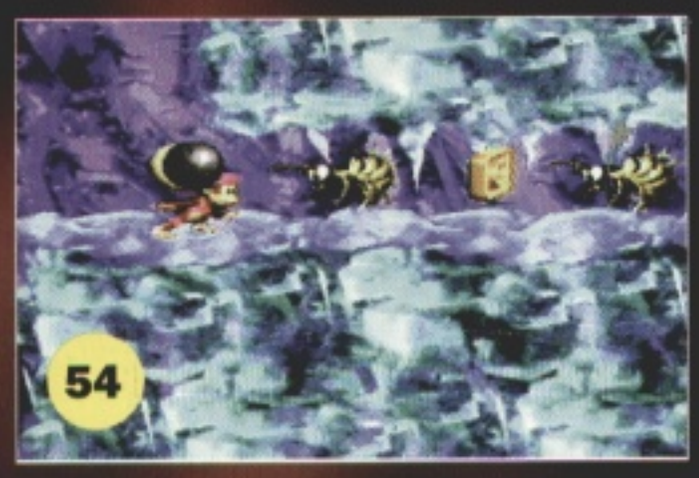
The Lost World levels are a bit lacking in secrets really. But here goes. There's a DK coin next to the 'O' letter under the platform just before halfway (52). At the Flitter, go

left and take a big jump, with Dixie, over the bananas to reach it. The bonus games in the Lost World award DK Coins instead of Kremkoins.

Black Ice Battle

You'll find a Kannonball on a ledge in a chest directly below the 'N' (53). Carry it

down a couple of levels past three Klampons to a ledge on the right side. Grab the 'G' and use the Kannonball to defeat the Zingers, then use it in the Kannon to find a bonus game (54).



Klobber Karnage

At the end of the level, jump in the Diddy barrel and blast up and right to a blast barrel. Now blast up and right to bonus barrel (55). A successful outcome at the bonus game will give you another DK Coin.

Fiery Furnace

There's a bonus barrel high up, shortly before the end target. You can either use the Cat O' 9 Tails to throw you into it (56) or team throw into the Barrel Kannon above the fourth Cat O' 9 Tails after the continue barrel to get there instead. The string of bananas shows you the way to go.

Animal Antics

For an 'O' letter, head left at the bottom of the first long vertical shaft in Enguarde's area (57). At the end of Squitter's part of the

level make a web platform over the blast barrel (58), jump up to it and over the hill to the right to find a bonus barrel.

Krocodile Kore

This level is very much like the previous K. Rool level but a lot shorter fortunately. If it's at all possible, avoid the control-reversing clouds. They'll make finishing the level exceedingly tricky (59). As before you've got

to throw Kannonballs into K. Rool's 'sucking' gun (60). Perform this once and he'll be gone

for good (61). You'll now be treated to a DK Hero display, where you'll be ranked against

Mario, Yoshi and Link, according to how many DK Coins you have (62). And you'll

62
CRANKY'S
VIDEO GAME HEROES
39
40
29
I'm not afraid to admit it, Diddy m'boy. Even I'm wrong occasionally. You're as big a hero as they come. You must take after me and Donkey!
Well Done!

witness the demise of K. Rool's island (63).

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Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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EXCITABLE VIEWPOINT PLAYBACK

Got something in mind that you'd like to share with the nation, then write to: *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

'GURNING'

I am writing to you about the price of video games – but wait! I'm not writing to whine about how expensive they are, oh no! Far from it! Where have you seen the recently released *Evermore* the cheapest? Dixons! That's where! £19.99! That's

Dixons comes up trumps with a bargain price for *Evermore*.

how much! Don't ask me why, but this just goes to show that a little shopping around goes a long way.

I also want to reply to all the little arses who keep on writing to *Super Play* gurning about the price of import games. £60 for *Final Fantasy III* ain't bad, when you think about the trouble importers must go to, to sneak the bloody games into the country in the first place. Don't games companies understand that, no matter what they do, they just won't stop us getting our greasy mitts on import copies? Long live Datel and Fire, that's what I say?

James Boyce, Newtonwards

Yup, let's hear it for importers – the saviours for many SNES gamesplayers who are just not content with the hand that UK Nintendo fans are dealt. And a big thank you to those lovely people who design adaptors, without whom none of this would have been possible! I'll stop there, this is reading like an Oscar-winner's script...

'DUFFERS'

Right, that's it. Gloves off. Stop knocking the SNES, you letter-writers. You know who you are. I can't believe the crass ignorance of the people who rant on that the SNES has somehow gone to console heaven. Why not? Several reasons spring to mind, and one is simply that I don't see why I should pay out £300 for the "next generation of video gaming". Most people out there simply can't afford to buy a Saturn or Playstation as my tame second-hand games shop owner will tell you. He has gone through loads of second-hand systems from people who shelled out unwisely and then found out they needed to eat in order to have the strength to play the games.

I recently acquired a PC and believe me, it is a staggeringly powerful machine. When you play *Doom* on it, you truly see the gulf between it and the humble SNES. But wait! Let me finish my argument. Have a guess, though, which machine gets the most play? That's right, you clever people, it's the SNES. Once the novelty of all those lovely graphics had worn off, it was back to *Mario Kart* and *Final Fantasy*. Why not the next-gennish stuff? The answer: gameplay, gameplay, gameplay. Got that? *Mario Kart* is simply more fun than *Wipeout*.

I recently got round to buying *Pilotwings* and I can honestly say that my jaw dropped just as much as it must have done for all those early SNES-owners. Not because of the graphics, which serve their purpose admirably, I might add, but because it is such a seamlessly crafted pieced of entertainment. Even an early piece of Nintendo software still has the power to surprise, post *Donkey Kong* and all.

I have played oodles of next gen games in the aforementioned games shop, and the ubiquitous Doom is the only one I would say truly gripped me in the same way as *Super Metroid*, *Zelda*, *Mario Kart*, *Pilotwings*, *Final Fantasy III*, *Secret of Mana*, *International Superstar Soccer*. Need I go on?

***Pilotwings 64* – one of the best things we've seen.**

***Mario Kart R* – promises even greater things.**

So far as I'm concerned the SNES is here to stay. The only console which has a chance of toppling it is the Nintendo 64 when/if it finally transcends its mythical status. I know this sounds suspiciously like *Super Play*'s own stance, but I can honestly say that this is my own opinion and not just a bit of sucking up to you. (And none of those *Kirby* review style innuendos either, you terrible punsters you.)

So here endeth the lesson, "Polygon counts do not good entertainment make. Games do. Heed thee well, Sega and Sony, and observe the mighty actions of Nintendo as they once again show thee for the duffers thou surely art. Amen."

Michael Foster, Blackpool

You're right in every way. Quality is the name of the game. Graphics will always impress, but they

KINDLY LEAVE THE STAGE

Q Did you hear about the latest invention from Sony?
A An inflatable dartboard.
Ken Smith, Doncaster
5/10

Q Why was the Playstation owner on the roof of the pub?
A Because they said the drinks were on the house.
Pete McCormack, Bournemouth
6/10

Q Why did the Saturn owner fall out of his window?
A He was ironing his curtains.
Adnan Shroufi, Barnard Castle
5/10

Q Did you hear about the latest inventions from Sega?
A A solar-powered torch, an ejector seat in a helicopter, a waterproof teabag.
Kevin Boyle, Glasgow
8/10

Get 5/10 or above for your joke and win something spesh! Kindly Leave The Stage, *Super Play*, 30 Monmouth Street, Bath BA1 2BW.

RANT OF THE MONTH

Any Nintendo fan will tell you how frustrating it has been recently. Delays aside, we in the UK are so very obviously at the bottom of the Ninty's plans. In fact, you ask why they bother with the UK at all. Would it be in their best interests to just forget the UK? Makes you wonder...

We have missed out on so many of the great Japanese games such as the *Goemon* series, endless top RPGs, anime related titles... the list goes on. What do we get instead? Loads of nob scrolling beat-'em-ups, *Power Rangers* arse and *Cutthroat Island*!

I realise that things such as commercial strength have to considered when bringing a game over here, but for something like *Spawn* and not *Final Fantasy III* to come out is a serious underestimation of UK gamers.

What I want to know is this: just what is Nintendo's real attitude to the UK? Sure, we've all heard Howard Lincoln say there is a real commitment to us over here, but we are yet to see it! And things are getting worse. *Super Mario RPG* won't be coming out here now either, and I absolutely guarantee that you won't see an N64 in Dixons until April 97 at the earliest.

As a big Nintendo fan, it's hard to come up with an answer. What should *Super Play* readers do? Playback is very negative of late (as is most of this letter), and many are buying Sony's machine in sheer distress. I can see why. Sony and Sega seem to have real commitment to the UK. How long would Nintendo owners have had to wait for *Virtua Cop* and *Virtua Fighter 2* if they had been Nintendo games? To have to wait at the back of the queue for a new machine is bad enough, but with the prospect of having to wait yet again for all the top games is perhaps pushing loyal SNES owners too far. And, remember, that's *if* we get the top games.

It's just all too much for an old cynic like me to take. Still, I am going to wait and see what the future brings. I'll keep on reading *Super Play* (that's good advice for anyone!), and who knows, maybe Nintendo will pay more attention to the gamesplayers here in the future. Myself, well, I'm going to go out and drink lager until my head spins. Wake me up in 97!

Mark Storey, Norwood, Sheffield

Don't be too pessimistic. If you've read our Hyper Play mag-in-a-mag this month you will hear first-hand from a *Super Play* reporter that the N64 is indeed going to be a winner.

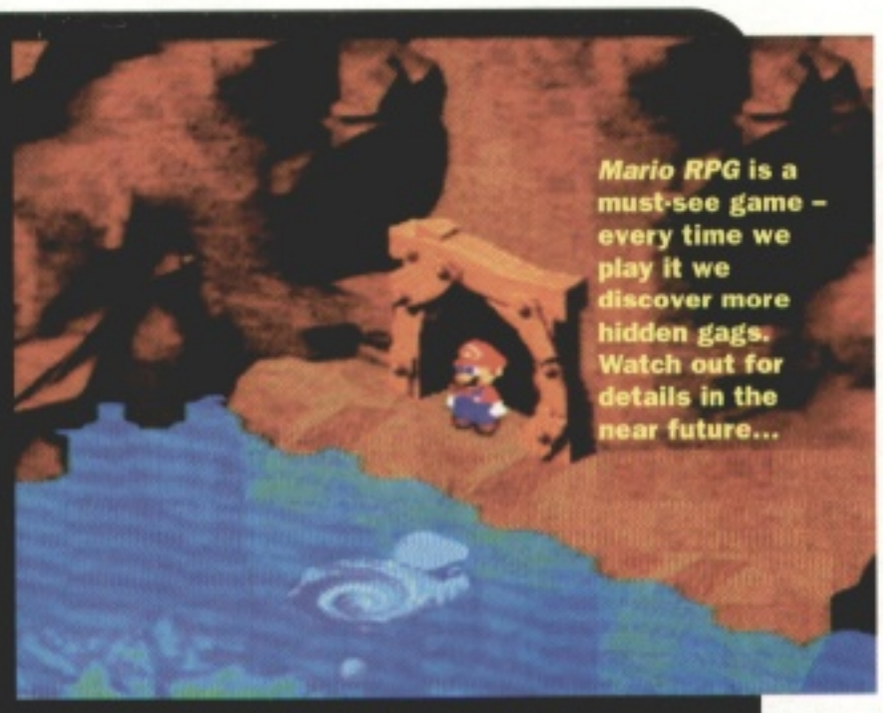
We don't believe that Nintendo would really be daft enough not to bring the N64 to the UK, as you fear may be the case. If they did, well, what can we say... what a wasted opportunity that would be!

There are thousands of Brits just itching to get their hands on a UK machine, many of whom will be swayed into buying an import machine because they just can't wait. Nintendo are not at all keen on grey imports, but we say ya-boo to that – until they can pull off a near-simultaneous global release, this will remain the case. On top of that, if you can afford the extra for an import machine, you're always going to end up with a superior quality full-screen game.

Although it's too early to say at the moment, we expect to see far less of the kind of trash that has too often blighted the SNES, as Nintendo seem to be keeping a far closer eye on the quality of games available for the N64. One case in point is *Monster Dunk* from Mindscape which has already come under criticism from Nintendo. Apparently, Nintendo have offered their services to bring the game up to scratch.

Nintendo seem far less interested in letting third party producers have much of a hand in things, at least to a much lesser extent than they did with the SNES, their aim being to concentrate on a select number of games creators producing a select number of quality releases. They don't believe in flooding the market with stacks of second-rate games which won't really sell anyway. And remember, that Nintendo themselves have been responsible for very few clangers when it comes to games.

And hey, Mr Miyamoto, if you or any of your pals are reading this and would like to reply (we wish!), you know what to do...



***Mario RPG* is a must-see game – every time we play it we discover more hidden gags. Watch out for details in the near future...**

'WE'RE ALL COMPLETELY STUPID'

Listen, right. Just because some of us bought a Playstation does not mean we're all completely stupid. I just thought that I'd like to try something new and because I've been reading *Super Play* since issue 1, I like to think I know good games from bad games. I mean people write in to your mag saying that they're sticking with their SNES. Have they played *Resident Evil* – that game has more depth than most other SNES games. *Ridge Racer* and *Wipeout* are amazing and easily match up to *Mario Kart*. I'm happy with my Playstation.

Ben Wood, London

Defector – you have been taken in by graphical flash! We disagree that *Resident Evil* is better than anything the SNES has seen. Sure, it creates a brilliant atmosphere, but then with a machine that is so technically superior to the SNES, we wouldn't expect otherwise.

The Playstation has the graphical power to show wallpaper in detail.

And you say that certain racers "match up to" *Mario Kart* which came out years ago. So, let's be honest, the game*play* has hardly come on in leaps and bounds. Wait for the N64, though, and you'll find that *Mario 64* has unbeatable gameplay – simultaneous four-player races are possible, which we reckon will knock spots off the so-called next gen racers available currently.

Let us ask you one thing – if the games are so great, how come you're wasting time writing to us?!

'IT'S EARLY'

I'm writing to cheer everyone up after all those miserable letters in the last issue. So many people are saying that the N64 is late and so on. Well, if you ask me it's early! Here's my reasoning... Everyone else is releasing 32bit consoles, while Nintendo are releasing a 64bit system. It's way ahead of its time. It'll be like using metal equipment in the stone age.

Ken, on the net

Yes! YES! The N64 represents a gigantic leap forward in gameplay and not the paltry-in-comparison efforts offered by other so-called next gen machines. (Do we need to mention names?) When you also take into account the 64DD drive which will arrive in Japan before Christmas, well, now you really are talking about advances in gameplay. Again, for more on that see Hyper Play this issue.

Not long now, folks, eh? We've got our import machine ordered, have you?

are not going to keep you involved in a game for long. Graphical prowess is a novelty that soon wears thin, and unless this is combined with fantastic gameplay we're not impressed any more. And guess what? We've played the N64 now – sorry if that makes you jealous, but we have to do these things, it's what we're paid for (heh! heh!) – and some of the games are more than living up to expectations. If you haven't done so already, turn to page 11 to discover more.

'PERFECTION CAN'T BE BAD'

After reading issue 44, I felt I had to write in. I'm sure that at one point Nintendo were in a Catch 22 situation. They could have either released the Nintendo 64 with half-hearted games and a small quantity of them at that, or held it back until they believed it was tuned to perfection. If they released it now with

many of the games rushed to meet the date that we wanted, the rushed finish to the games and the machine would show. People would grumble about waiting years for a machine that hasn't delivered, and sales and Ninty's reputation would suffer.

Yet, holding back and tuning the games to perfection can't be bad. So... some people might buy Playstations and Saturns, but when the N64 finally arrives, it will be the best console. If Miyamoto needs a couple more months to fine-tune games, for God's sake, let him do it in peace. Think of all the games in *Super Play*'s Top 100 games article and see how many of them were linked with him.

Dwaine Price, Birmingham

Yep, this appears to be a major factor in the N64's delay... rather than hurry the games or rush the machine and bung 'em out to an eager audience, Nintendo have wisely chosen to take their time and perfect the machine, and a decent number of games, so that the machine will really have been worth the wait all round. It's looking good!

WRITE NOW!

You've seen what the N64 can do now, so what do you reckon? Write to: Playback, *Super Play*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

ENVELOPE ART

Put down your joypad for a moment, get your paints out and send your creation to: Envelope Art, *Super Play*, Future Publishing, 30 Monmouth St, Bath BA1 2BW.

WINNER

This month's winner sent in by Ric Somers of Keighley features a beautifully original anime style Luke and Leia from Star Wars. Brilliant.

Dale Thomas has depicted the heroes of *Illusion of Gaia* rather colourfully and wonderfully, we think. Keep sending 'em. They brighten our postbag.

All the way from Kuwait comes Shaheen Abdul-Aziz's Scorpion. He's taken a bit of a beating by the looks of that hole in his chest, and his frozen leg.

There were so many top entries to this month's envelope art this month, it was hard to choose, but Sindy Chan's Ayla just sneaked in...

A whole medley of games characters adorns this imaginative envelope sent to us by Jason McElhinney in Blackpool.

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N64

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LOTS OF N64 SHOTS INSIDE!

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WANTED

● Wanted – any decent games. Especially RPGs or Actraiser. UK or import. Will pay but prefer to swap. Tel: 01524 7708511 and ask for Davy.

● Wanted Badly! Final Fantasy III, will pay any reasonable asking price! Phone Simon on 01626 63185.

● Hey you over there, got any good Chinese vids? If so, you want to be contacting me, write to me: MEI at 6 Holes Lane, Knottingley, W. YORKSHIRE WF11 8LH or page me on the following number 01426 300699.

● Wanted: Muscle Bomber, WWF Raw, Shadow Run or Theme Park (any format, but must have instructions) swap for my Gradius 3 (Jap, no box/instructions, Another World US), MKII (UK), Ranma 1 1/2 (UK) or Starwing (UK). Tel: Keiran 01923 240022 – after 6pm.

● Looking for any Mortal Kombat 2 player guide for SNES, good price given or issues 24/25 of Super Play. Will also pay p+p. Write to: Andrew at 5/2 Brown Street, Haldane, Balloch, DUNBARTONSHIRE, Scotland. G83 8HT.

● Wanted Secret of Mana (Jap) for purchase or could PX for anyone. 30 UK SNES games. Tel: Sav 01234 340 173.

● Wanted (Journey Home Quest for th Throne) on US Cart. Will pay up to £20. Call Scott on 01375 374805.

● Ren and Stimpy merchandise wanted, computer games; Time Warp (SNES), Veediots (GB), Space Cadets (GB). Videos; The Stupidest Stories, On Duty and The Stinkiest Stories. Also wanted; badges, posters, games, toys, etc... If interested, phone Ian on 0181890 1632.

● Wanted: Secret of Mana music CD. Will pay up to £30 – if in good condition. I'm nuts. Phone Chris on 0171 706 0440 – Please!!!

● Does anyone want to sell me Rock 'n' Roll Racing (UK) for £15? No swaps, Thank you. Tel: Tom on 01270 873798.

● Wanted: FFIII and Converter. Ring 01609 780127 evenings and weekends only. Ask for Richard.

● I have the first 4 episodes of Street Fighter II V Series – (Thanks Joe!) Can anyone help me find the rest? I'm interested in anything to do with Streetfighter, can anyone help me improve my collection? Contact Simon at 16 Dovedale Gardens, Pendas Fields, Cross Gates, LEEDS. LS15 8UP.

● Wanted desperately on SNES, Megaman X2+X3, Tetris Battle Gaiden, Unirally and Yoshi's Island. Willing to buy or swap. Phone Justin on 0181 422 8863.

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● Philips CDI 450 for sale with digital video cartridge, includes encyclopedia, 2 films and 5 games which include Lost Eden and Voyeur all for just £300. Tel: Darren on 0181 523 7243.

● Micro Machines, Adventure Island, (SNES) £20 each OR swap for Secret of Mana/Evermore. Ring Philip on 01455 274126 or write to me at 51 The Fleet, Stoney Stanton, LEICESTERSHIRE. LE9 4DZ.

● Gameboy + 3 games £20 or swap for RPG. Phone 01858 463715 after 6pm.

● UK SNES, 1 joy pad, Mario All Stars, Starwing, DKC2, Super Metroid, Legend of Zelda. Fully boxed, VGC £75. Contact Ben at 5 Woodside Road, Rusthall, Tunbridge Wells, KENT. TN4 8QA.

● UK SNES + 2 games and converter only £50. Phone 01858 463715 after 6 pm.

● Jap Sony Playstation with one tap game "Dragonball 7", 2 joypads, leads and adaptor for £280 ono. Exclusive of p+p and delivery. Tel: Chee on 0222 736178.

● Sega Master System II, Light Phaser, Alex Kidd inside and 3 games; Sonic, Jurassic Park and Chop Lifter. £30 the lot or swap two games for Diddy's Kong Quest. Tel: Jason on 0181 386 5951.

● UK SNES and 8 games and Scope, F Zero, DKC, Killer Instinct, Mario World, Rock 'n' Roll Racing, SF2, MK2, NBA Jam and Scope worth £400, yours for only £160. Tel: Ben on 01772 620236.

● Ain't computers brilliant! UK SNES + Super Scope (games), Earthworm Jim, MKII, Jungle Strike, Starwing, SFII Turbo, Street Racer, Stunt Race, Theme Park, Lost Vikings, Zelda, 2 joypads, Action Replay, MK3, loads of guides, cheats and SNES Mags. All boxed with instructions, VGC. Do you want them, sir? Oh, suit you, sir! Tel: Neil 01244 822858 after 4pm. Worth £700, sell £210 ono. Must collect N. Wales area. Unwanted because of school studies... nice!

● Oh my God, I've just found issues 1,2,3,4,5,6,7,10,11 of Super Play. Anyone interested call 01223 67546. Ask for Chris – Bye!

● Neo Geo Scart or Pal Memory card, 2 pads, 5 games, Art of Fighting 2, Fatal Fury Special £300 ono. Call Fiz on 01203 630 503.

● US SNES, Multitap, 4 pads, Chrono Trigger, Final Fantasy 1, 2 & 3, Secret of Evermore, too much to list. Phone Fiz on 01203 630503.

● UK SNES with 2 pads + 2 games (Street Racer, NBA Jam T.E, SOM, Zelda, Dragon, KI, EWJ2, Shadowrun, IOT, SSFII). All boxed with instructions £250 ono. Tel: Arthur on 01420 474653. £250 ono.

● UK SNES with 1 joypad. Games include DKC2, Mario All Stars, Zelda Starwing, Super Metroid. Fully boxed, vgc, £75. Phone Ben on 01892 544 838.

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● Super Gamer magazines from May 1994, July, Aug, Sept, Oct, Nov, Dec. (Jan 1995 – Nov 1995) Plus 2 Nintendo magazines normally £2.95 each all these mags. The lot for £35. Tel: 01323 730702 and ask for Ian.

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MESSAGES AND EVENTS

● 21 year old student would love a Japanese or Chinese penpal, interests include music, video games, anime/Manga. Please write to me soon! 16 Dovedale Gardens, Pendas Fields, Cross Gates, LEEDS. LS15 8UP.

● Desert Strike, Bomberman, Steet Fighter II, Turtles in Time, Pro-Wrestling, Contra III. All games are not boxed and are US/Jap will consider any swaps. Or sell for £12 + p+p (recorded). Call Sean on 01745 590439.

● Super Play issues (32-44), Total issues (50-54), Sega Power (76-79), NMS (39-44). Phone or write to Matthew, 18 Queens Road, Airedale, Castleford, WEST YORKSHIRE. WF10 3EQ. Tel: 01977 556250. Buyer must be somewhere in West Yorkshire.

● Hey you over there, got any good Chinese vids? If so you want to be contacting me, write to me; MEI at 6 Holes Lane, Knottingley, W. YORKSHIRE, WF11 8LH or page me on the following number 01426 300699.

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● 17 year old girl looking for M/F penpals aged 16-19, who likes RPGs and Sci-fi. Write back soon to: 18 St Catherines, Lincoln, LINCS. LN5 8LY.

● Hello! Wanted girl penpal who likes sports and computer games for boy 12 years. Apply to: John, 27 Willets Road, Chaddesden, DERBY. DE21 4NH.

● Hey you! Now I've got your attention – if you live in England or Japan, are aged 12-15, any sex, love Manga, then write to Rhian Phillips, 18 Milton Road , Bentley-Heath, Solihull, W. MIDLANDS. B93 8AA. England.

● 16 year old looking for female penpals from anywhere aged 15+. Write to: Martin McGillvary, 15 Huntingdon Avenue, Bradley, HUDDERSFIELD HD2 1TQ.

● Lonely 17 year old male needs females (preferably human) to cheer me up. I like anime, music, Nintendo. Please write to: Lee Dilloway, Flat 1, Eskholme, 3 Upgang Lane, WHITBY YU21 3DT. If you don't write I'll jump off the pier.

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● Role Call issue 6 now out, covering the original Final Fantasy on NES with screenshots! The ultimate RPG fanzine for all formats. £1.20, postage inclusive £7.00 six issue sub. Contact Rachel Ryan, 25 Oakdene Avenue, Woolston, Warrington, CHESHIRE WA1 4NU. Tel:01985 490910.

SWAPS

● Swap Cannon Fodder (UK). V. good condition for Sim City or Doom or Worms. Ask for Steven or Peter. Tel: 0171 720 9770.

● I will swap Yoshi's Island for Secret of Evermore or Illusion of Time , will also throw in SFII, also all of the below for Bassin's Black Bass or 2 for L, O, T, M, N – SMK, Sim City, Jurassic Park or Super Swiv. Tel: Ben on 01623 871479.

● Super Nintendo Players game exchange, large selection, top titles. Tel: 01707 268285.

● Swap my RPGs Spike McFang (US), Arcana (US), Lagoon (UK) for Paladin's Quest (US), Lufia 1 (US), Secret of Stars (US), or any other RPG. Call Scott on 01375 374805.

● Desert Strike, Bomberman Steet Fighter II, Turtles in Time, Pro-Wrestling, Contra III. All games are not boxed and are US/Jap will consider any swaps. or sell for £12 + p+p (recorded)
Call Sean on 01745 590439.

● I will swap Street Racer + Powermonger. Must have box and instructions like mine. I want Rock 'n' Roll R. Call Scott on 0141 770 0636.

● Swap Starwing and Super metroid 3 for Utopia and Chessmaster ((UK). Also info wanted on all RPG games. Ta muchly, fellas! Tel: 01536 415964.

● Secret of Mana (K), Wing Commander (UK), brand new instructions for new Chrono Trigger (UK or US). Tel: 01695 729464.

● To swap UK versions of Earthworm Jim 1 and Lemmings 2. Swap for Sim City, Unirally, Sparkster or one of the Super Star Wars Triology. Other offers considered. Tel: 01642 597179.

● I will swap Street Fighter 2, for Turbo or both for Secret of Mana or any decent RPG or Megaman x 2. Tel: 01928 581886.

● Unboxed, no instructions, games; Top Gear 2, Sensi, SFII, Super, Populous + 10 boxed + instructions swap for decent RPGs or shoot/beat-'em-ups. Call Keith on 01985 217544 after 5.30pm.

● American/Jap 8 bit NES Games : Wrestlemania, Karate Kid, Kung Fu – Swap for any Scorpion 8 games. NB. Will not work on Pal Nes. Tel: 01254 387569.

● I will swap a SNES, 9 games and two pads for a 3DO and 2 games and one or 2 pads. Write to Edward, 124 Hinchcliffe, Orion Goldhay, Peterborough. PE2 555

● Yoshi's Island (US) version £30. Final Fantasy 3 £45 or swap for Chrono Trigger. Tel: 01793 861064.

● UK games: Pugsley, King Arthur's World , KI, Illusion of Time, Mana, Metroid, Mystic Quest. Any 2 for FFIII (US) and adaptor, other games considered, 1 for 1. Tel: 0141 771 2850.

● I would like to swap Zombies + Super Rugby (unboxed) for Bomberman 2. Write soon, Dame. 12 Broomhill Road, Goodmayes, Illford, ESSEX. IG3 95U.

● Swap SOM, Starwing, Streetracer, Sim City, Theme Park, Mario Allstar for any decent RPGs (any 2 for 90% + RPGs) All with instructions, SOM + TP have box, telephone 0171 794 6235 after 7pm.

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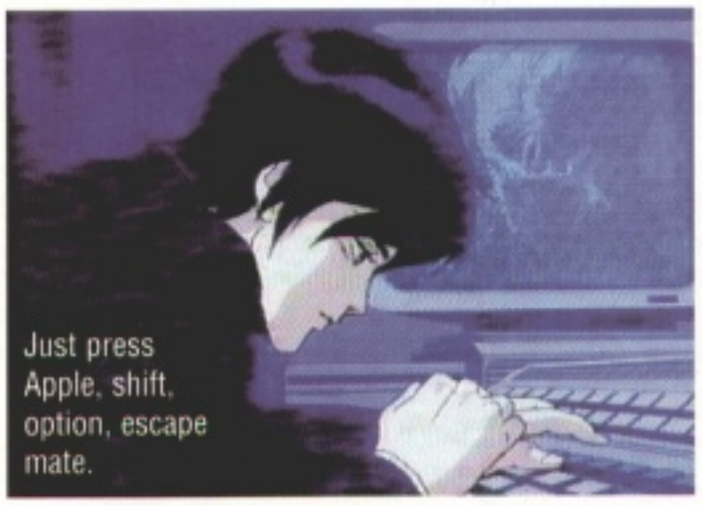
IRRESPONSIBLE pictures

Next month we welcome the UK's resident anime expert – Helen McCarthy into the wild world of Irresponsible Pictures. Could this mean the end of the stupid intros?

DIGITAL DEVIL
Kiseki Films
46 minutes (subtitled) £10.99

Vomit, copious currents of blood and gore, and a seething, malevolent, computer-generated devil... called Rocky. Nothing straying from the norm there then, apart from the pitbull terrier-like name. So is there a spark of originality or brilliance in *Digital Devil*'s 46-or-so minute expanse? Hmm...

Picture it: new girl Yumiko Shiragasi bears witness to her curiously average-looking teacher being hooked up to twisted teenage genius Tamami Nakajima's computer, where the devil inside proceeds to have his filthy way. Yet this isn't enough, and, ahem, 'Rocky' leaches out of the system, growing increasingly powerful by


Just press Apple, shift, option, escape mate.

feeding off of human sacrifices. How will the innocent Yumiko – who's clearly not as simple as she makes out, and Tamami, plagued by nightmare visions of a floating skeletal spirit defeat the cyber-devil-fella Rocky? Well, obviously we can't divulge that, but would add that the ending's slightly more abrupt and not exactly what you'd expect.

But you *would* expect that armed with the perfect cultural clash of teenagers meddling with all-things witchcrafty *and* an emphasis on technology, that we've a potential classic in the making. But no. Although it's an idea that has potential, the story never really leaves the school it kicks off in, and the whole thing feels very insular. Which wouldn't be so much of a problem if the protagonists were actually likeable. But they're not. So it is.

Admittedly, the animation itself is atmospheric enough, and has a stylised taste about it – a limited colour palette and interiors lit by the glow of computer screens carefully reflecting the moods of each scene. But as the lighter moments in the story come few and far between, so do the lighter scenes, and it could all get rather heavy and oppressive for some after a while.

But any film that ends up fulfilling every schoolboy's fantasy – you know, teacher-computer-devil – *brrr* – and spooning lines like "She's in ecstatic communion with The Devil" in with such an air of matter-of-factness, well, it deserves a *bit* of recognition. But I'll never look at my Apple Mac computer in the same sane way again.

Marcus Hawkins

6 out of 10

Cert 18

Violence Jack – not a small chap.

VIOLENCE JACK
Evil Town
Manga Video
60 minutes (dubbed) £11.99

Evil Town is the name given to the buried city, a civilization torn to pieces after a series of devastating natural disasters. The survivors, forced to live in the darkness of the underground and constantly seeking paths to the outside world, have split into three factions: the corrupt Section A, the psychotic Section B and the secretive Section C.

Cut out of his concrete tomb by members of Section A – during one of their attempts to reach the outside world – *Violence Jack* agrees to help the group in their quest to gain control over the other sections.

Primarily, what *Violence Jack: Evil Town* makes you realise is that animated features get away with a hell of a lot more than live action films could ever hope to. You only have to watch the last 15 minutes – full to the brim with everything from dismemberment to rape – to realise that if this was the latest Hollywood movie it would have already been destined for the drawer labelled 'banned'.

But beneath the grim exterior lies a film that sometimes borders on the brilliant, though too often ends up being horribly corny. Indeed, as far as the latter of these two are concerned, it's positively packed with clangers. There's everything from 'The name's Jack, Violence Jack' to 'The games are over! Now it's time to die!' And if it wasn't for the fact that you just know the script is being deadly serious in its choice of wordage, you could probably forgive it for including every single pay-off line ever muttered in cheap, straight to video thrillers.

However, if sometimes it makes you wince at its slightly directionless attempts to marry *The Terminator* with *Escape From New York*, then the fact that the whole thing oozes style just about makes up for any shortcomings. The interiors are suitably dark and moody and the characters all gleam with potential. The story is also promising if a little underdeveloped.

This is the first of a three part series – although after watching the ending to this one you'd be forgiven for thinking it an impossible task developing anything palatable for the second and third installments – and it probably starts things as they mean to go on.

Not great but, nonetheless, undeniably watchable.

Tim Weaver

7 out of 10

Cert 18

Top ciggy butts in the ashtray action with *The Castle Of Cagliostro*.

THE CASTLE OF CAGLIOSTRO

Manga Video

100 minutes (dubbed) £13.99

Petty criminal or lovable rogue? Lupin the Third easily transcends both. His heists are hardly petty and he could charm the wool off a sheep but could it be that he's met his match in the equally debonair but deadly Count Cagliostro whose seemingly impregnable castle fortress is home to a counterfeiting operation that spans the globe?

But for Lupin (known throughout this caper as Wolf to avoid legal wrangles with the rights holders of the original Lupin novels) and his regular cohorts, the chain smoking sharpshooter Daisuke and the cool as ice swordsman Goemon, problems rarely appear in the singular. Wolf's come up against the Count before and almost didn't live to tell the tale. And there's also the problem of rescuing the beautiful Princess who holds the clue to the real treasure of Cagliostro. All necessary ingredients for a top action/comedy, I reckon.

For fans, of course, *Cagliostro* also comes with another recommendation – the directorial stamp of Hayao Miyazaki. The Japanese Disney (but much better, naturally) really does have the touch of gold and the film is miles better for it. From the gorgeous backdrops that place the action in a kind of mythical Persuadersesque Monaco, and the superbly designed castle itself, right down to his trademark obsession with aircraft, this is a class production.

The action almost never lets up and Lupin rarely has a spare moment to catch his breath, much less time to get bored, as he finds himself in one frantic chase after another trying, not only, to avoid the clutches of the count but also the determined police inspector Zenigata.

This is the cream of the current Manga crop (unless you really must have dark and moody cyberpunk, then it's still *Ghost In The Shell* for you, matey) and what's more there's not a possessed demon schoolgirl in sight.

Wil Overton

9 out of 10

Cert **PG**

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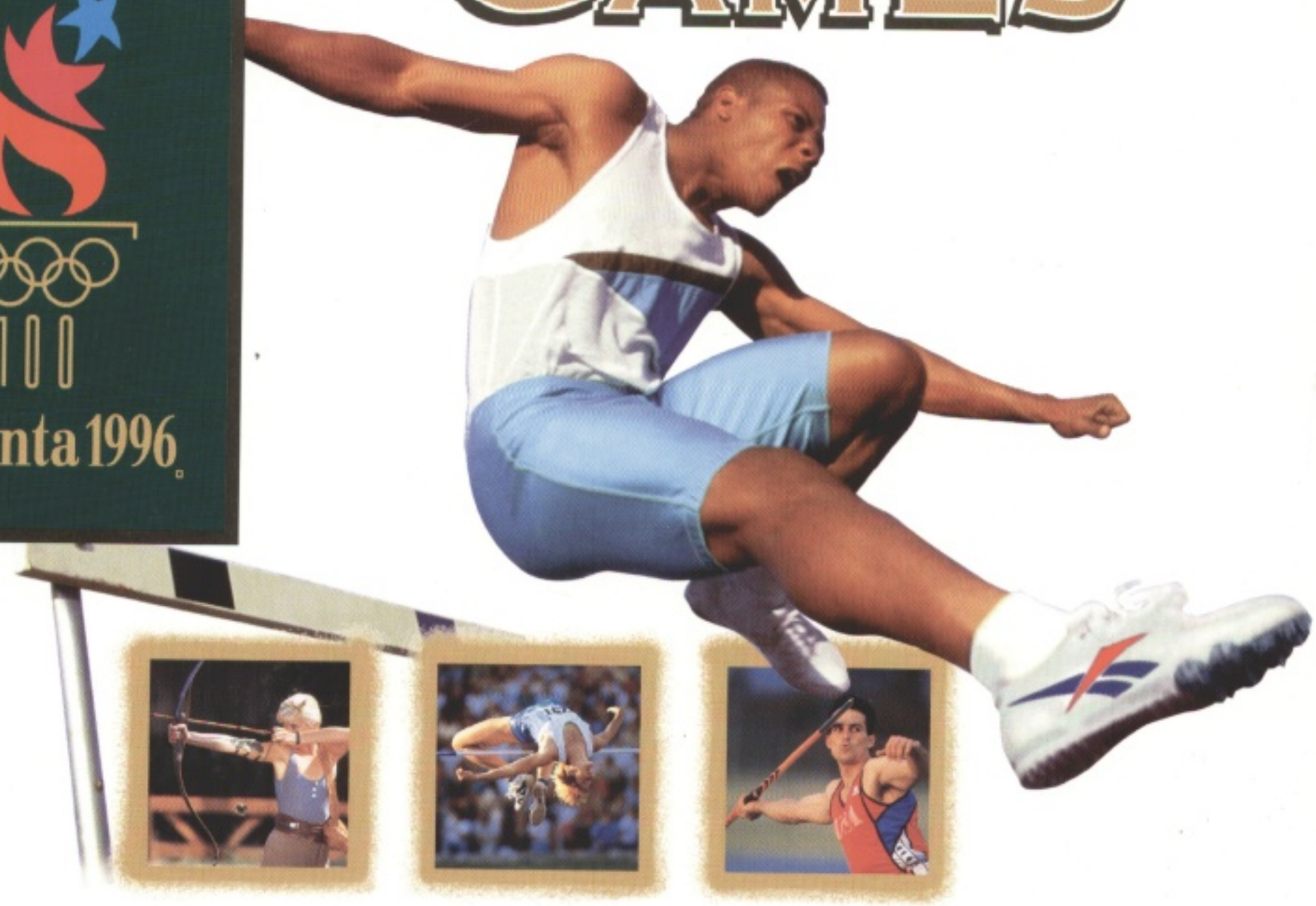

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